



Game Manual

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Welcome to Wizardry

The universe is on the brink of change. Vast forces are preparing for the final confrontation. A small group of heroes from afar must plunge into this storm and uncover the long-hidden secrets of the Ascension. A new era is about to begin.

Welcome to the world of *Wizardry* 8. You are about to embark on a great adventure, an adventure filled with magic, intrigue, and excitement. The game you are about to play is the latest chapter in a grand tradition that began twenty years ago. When the first *Wizardry* game appeared in 1981, the concept of simulating a fantasy world on a personal computer was a new one. As computer gaming grew from a small hobby into a large industry, *Wizardry* also changed, evolved, and endured. What began as a simple dungeon crawl with crude wire frame graphics has evolved into a sophisticated 3D game on an epic scale.

Wizardry's ongoing popularity is due to the continuing support of its fans. Without the encouragement of thousands of *Wizardry* players world-wide, the series would never have endured for eight installments and twenty years. To these stalwart veterans, we offer our heartfelt thanks. *Wizardry* now passes into the hands of a new generation of gamers, many of whom are about to set off on a *Wizardry* adventure for the first time. To newcomers, we offer a hearty "Welcome!"

Now get ready to travel to the troubled world of Dominus. The time of the Ascension is at hand!

The Main Menu

Credits

Displays a list of the creative, hard-working, underpaid people who brought you this game.

Options

Clicking on Options allows you to customize *Wizardry 8* to your exact liking. The Options menus allow you to tweak game performance, as well as save and load games. See Appendix 5: Options for a full description of all of the available game options.

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Click on Start New Game and the Gather Party screen will appear. This is where you'll assemble a group of fearless adventurers capable of taking on the challenges ahead. It's also where you'll create new characters or import old ones.



Adding Characters to Your Party

An adventuring party in *Wizardry 8* generally starts out with six characters. You can start the game with fewer, but the game will be much more difficult if you do. When you enter the Gather Party screen, you'll see a list of available characters you can use in your team. (You can also create your own characters. See below.)

Wizardry comes with a selection of pre-made characters to use in your adventure. To add an existing character, click on the small picture of the character you want to add, and then click on Add to Party. The character will be placed in your party, and his portrait will appear on the side of the screen. (You can also just double click on the character's portrait.)

Tip: The first three characters you add to your party will be placed in the *front* of your combat formation, while the last three characters you add will be placed in the *center*. You can also adjust the combat formation once you're in the game. See the section on Party Formation under Combat below.

To remove a character from your party, click on the character's portrait, then click on Remove From Party. To delete a character permanently, click on the character's portrait, then click on Delete Character. *Deleted characters are gone forever*, so don't be too hasty.

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If you'd like to review characters to see what items they have or what their statistics are, click on the character's portrait, then select Review Character. (You can also simply right click on a character's portrait.)

Once you've added six characters to your team, click on the checkmark icon. You'll be prompted to choose a difficulty level before you enter the game itself.

Tips on Party Building: While there are a virtually infinite variety of different parties you can make in *Wizardry 8*, a well-balanced group typically includes a healer of some sort, someone who can open locks and traps, and a tough guy. The healer is vital to keeping your party alive and healthy; the locks and traps specialist will get you past unpleasant obstacles, and the tough guy can get you out of difficult fights when the rest of the party is dead or incapacitated. A specialist spellcaster comes in handy as well.

That still leaves you with lots of choices—for example, your locks and traps expert might be a Rogue, a Bard, a Gadgeteer, or a Ninja—so pick the combination of classes that appeals to you the most.

Importing Characters

If you're interested in this option, then you've been waiting a long time for this moment. *Thank you.*

To import your save from *Crusaders of the Dark Savant* or *Wizardry Gold*:

- Copy your saves into the *Wizardry 8\Saves\Import* folder.
- Select "Start New Game" from the Main Options menu.
- Click on the import button (7/8). *Wizardry 8* will show you a list of your previous save games. Select one, and off you go. Remember, *Wizardry 8* has multiple beginnings, and where you start depends on what you did in the previous game.

Imported characters begin the game at level one. However, they can *immediately* level up to level five when the game starts. To level up an imported character, start the game, then click on the white plus sign next to the character's portrait. See the section on Gaining Experience levels below.

Your party was no doubt pretty powerful back in the days when they roamed the world of Lost Guardia. However, the long period of inactivity during their recent space voyage has softened them up a bit. Don't be surprised if your characters aren't exactly as you left them when you start

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the game. Things are very, very different on Dominus than there were back on Guardia. Check the *Wizardry 8* Web site (<http://www.wizardry8.com>) for more information on what's changed.

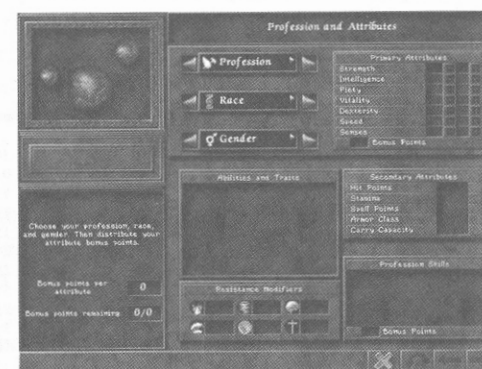
Creating New Characters

To create your own hand-crafted characters, click on "Create Character" on the Gather Party screen. Creating a character has seven steps:

1. Choose a profession for the character.
2. Choose a race for the character
3. Choose a gender for the character.
4. Distribute the character's attribute bonus points.
5. Distribute the character's bonus points.
6. Choose the character's spells (for specialist magic users only)
7. Customize the character by choosing a portrait, name, personality, and voice.

Step 1: Choosing the Character's Profession

The first step to creating a new character is to choose his or her profession. After selecting Create a New Character, you'll see the screen below. Click on "Profession" to select your character's career path.



There are 15 different professions available to your character, from the powerful Fighter to the magical Mage. Each profession has its own unique ability or abilities that no other profession possesses. For instance, the Alchemist can make potions while camping and the Valkyrie can cheat death. Each profession also has a group of skills that they excel in, ranging from Divinity to Engineering. For a full description of each profession, see

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Appendix 1: Character Professions. You can change a character's profession after you've created them, but *only* during the level-up process.

Step 2: Choosing the Character's Race

The next step in creating a character is selecting his or her race. A character's race affects the professions your character is naturally suited for. There are 11 different races in *Wizardry 8*, from the minute, magical Faerie to the rock-solid Lizardman (he's about as smart as a rock, too). Each race has its own special abilities and resistances. Consult Appendix 2: Character Races for full information on each race and their characteristics.

Choosing a Race/Profession Combination

Certain races are naturally suited to certain professions. Dragons make great Fighters, while faeries make excellent Mages, for example. Likewise, some races just aren't cut out for certain jobs. The burly Lizardman just doesn't have the smarts to make a good Bishop, while the tiny Faerie is too weak to make an effective Fighter.

One rough measure of how well races and professions go together is the number of attribute bonus points that the race/profession combination receives. Generally speaking, the higher the number of bonus points, the better the combination. You can see that Lizardmen make better Fighters than Bishops, for example, because they receive 50 bonus points as fighters but -40 bonus points as Bishops!

Attribute Bonus Points For Each Profession By Race

	Human	Elf	Dwarf	Gnome	Hobbit	Faerie	Lizardman	Dragon	Felppurr	Rawulf	Mook
Fighter	40	25	45	40	40	10	50	60	30	35	40
Lord	20	10	25	5	10	-15	20	25	0	20	-10
Valkyrie	25	15	25	10	15	-10	20	25	5	25	-5
Ranger	25	10	0	30	30	0	-5	15	15	10	40
Samurai	20	10	-5	15	25	10	10	20	15	-5	15
Ninja	20	5	-15	15	30	5	-5	5	20	0	20
Monk	25	35	-15	20	20	35	-30	-15	25	10	0
Rogue	40	40	10	35	60	50	25	25	55	35	25
Gadget	25	20	-10	25	30	20	-15	5	25	5	30
Bard	35	30	0	35	40	25	-5	15	35	15	40
Priest	35	30	50	35	20	10	25	30	10	50	20
Alchem.	35	45	10	45	40	50	10	30	35	15	30
Bishop	20	30	-10	25	15	25	-40	-15	10	15	5
Psionic	35	35	10	40	35	45	0	10	35	25	50
Mage	35	45	10	45	40	50	10	30	35	15	30

Bonus points are *not* an infallible guide to making a great character, though. Faerie monks receive a hefty 35 bonus points, for example, but a Faerie Monk isn't going to do much damage in barehanded combat *unless* you spend a large percentage of those points on strength. Dwarf Monks, on

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the other hand, receive -15 bonus points. That might make you think such a combination is hopeless, but their excellent damage resistance and strength makes dwarf monks surprisingly effective, if handled carefully.

Negative Bonus Points and Apprentices

If a character begins the game with negative bonus points, then that character starts the game as an apprentice. Apprentices are essentially "in debt" when they begin, and remain apprentices until they "work off" the negative bonus points. They cannot spend attribute points when they level up until the number of bonus attribute points earned through leveling is equal to their initial debt. Apprentices also function as level 0 characters for any special class-based abilities, such as the samurai's Lightning Strike.

Step 3: Choosing the Character's Gender

Select either Male or Female. Gender has no effect on your character's attributes or skills, but it does influence which voices are available in Step 7.

Step 4: Distributing Attribute Bonus Points

After choosing the character's race, profession, and gender, you allocate any remaining bonus points on attributes, numbers which define your character's strengths and weaknesses. Using the + and - icons, distribute your bonus points. (You can't subtract points below the attribute's starting value, however.) Click and hold on the + and - signs to add/subtract multiple points, or right click to add or subtract five points at a time.

Attributes

Attributes range from 0 to 100 and influence the way a character acts and reacts within *Wizardry 8*. A character with 98 intelligence could easily master complex spells, while a character with 15 intelligence would be baffled by tying his bootlaces. Characters improve their attributes as they gain levels. The seven attributes are:

- **Strength:** Generally affects any maneuver that requires physical strength. Strength affects everything from hitting creatures, to the damage done in combat, to the amount a character can carry. Strength also influences some weapons skills and stamina.
- **Intelligence:** Affects anything that involves conscious thought. Intelligence influences such things as music, artifacts, mythology, all forms and schools of magic and a character's skill with locks

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and traps. Anything that requires a character to learn complex actions, such as ranged combat, close combat and engineering, is also affected by intelligence.

- **Piety:** More than religious faith and devotion, piety is a character's ability to concentrate his or her will on the task at hand. It therefore affects his or her ability to develop skills and learn new spells in all realms. Piety also influences the number of spell points that spellcasters receive.
- **Vitality:** Vitality is a character's life force, and it affects the amount of hit points and stamina a character receives. Vitality also influences the ability to heal and be resurrected, and the likelihood of succumbing to additional problems when suffering from untreated disease. In certain races, Vitality also determines a character's chance of resisting damage from a hit or from a certain types of spells.
- **Dexterity:** Overall, dexterity influences the character's ability to move the body, hands, and feet. Since dexterity is so important to movement, it affects the number of physical attacks in combat, the ability to use two weapons simultaneously, and many weapons skills. Skills which rely upon the body, such as locks and traps, stealth, pickpocket and martial arts, are also affected by dexterity.
- **Speed:** Speed determines the length of time a character needs to perform any given action. Speed therefore affects initiative in combat, the number of swings per attack, the number of attacks per turn, and some combat skills. At very high or very low levels, speed can also affect a character's armor class.
- **Senses:** In general, characters' senses determine how aware they are of the environment around them. For instance, a character with high senses will easily notice monsters creeping in from the rear, while guy with low senses will not. Naturally, skills such as scouting, mythology, psionics and artifacts are affected by a character's senses, as are combat skills such as close combat, critical strike, dual weapons and others. Senses also has a major affect on the character's initiative in combat.

You can right click on an attribute name to find out what that attribute does.

Keep in mind the kind of character you want to create when spending your attribute points. For example, if you want your monk to be good at casting spells the instant she becomes eligible, then spend some points on intelligence and piety. If you want your monk to do more damage when she hits, then add some points to strength. If you're not sure what to spend points on, concentrate on making your characters even better at what they're already good at—give a fighter more strength, give a mage more intelligence, and so on.

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Step 5: Select Starting Spells (Specialist Spellcasters Only)

Specialist spellcasters (mage, alchemist, psionic, priest, and bishop) may choose two spells to start with. Left click on the spell name to select it. (If you change your mind, left click again to unselect it.) Right click on the spell name to see the spell's description.

Step 6: Distributing Skill Bonus Points

When you first create a character, his or her skills are undeveloped. Characters normally start out with just a few points in their professions' area of expertise. Every character receives skill bonus points to improve his or her skills. You can distribute skill points in any of the character's skill areas: Weapon, Physical, Academic and Magic skills.

For full information on individual skills, right click on the skill name, or see Appendix 3: Skills. In general, however, the skills break down as follows:

Weapon Skills:	Cover everything from tiny daggers to massive polearms and determine your character's degree of aptitude with a particular weapon. Characters with a 100 sword skill can slice and dice in their sleep, while characters with a zero sword skill would probably wound themselves just trying to pick up a sword.
Academic Skills:	Cover everything from critical strike, the study of the body's most vulnerable points, to mythology, the study of monsterkind.
Magic Skills:	Cover a spellcaster's skill and ability to learn new spells in his or her particular area of expertise.
Physical Skills:	Cover the use of a character's body to perform or behave in certain ways. For instance, a 100 stealth skill means the character could avoid being spotted on an empty street at high noon on a sunny day. A character with zero stealth, though, would draw attention quicker than a rattle-wielding baby having a temper tantrum.

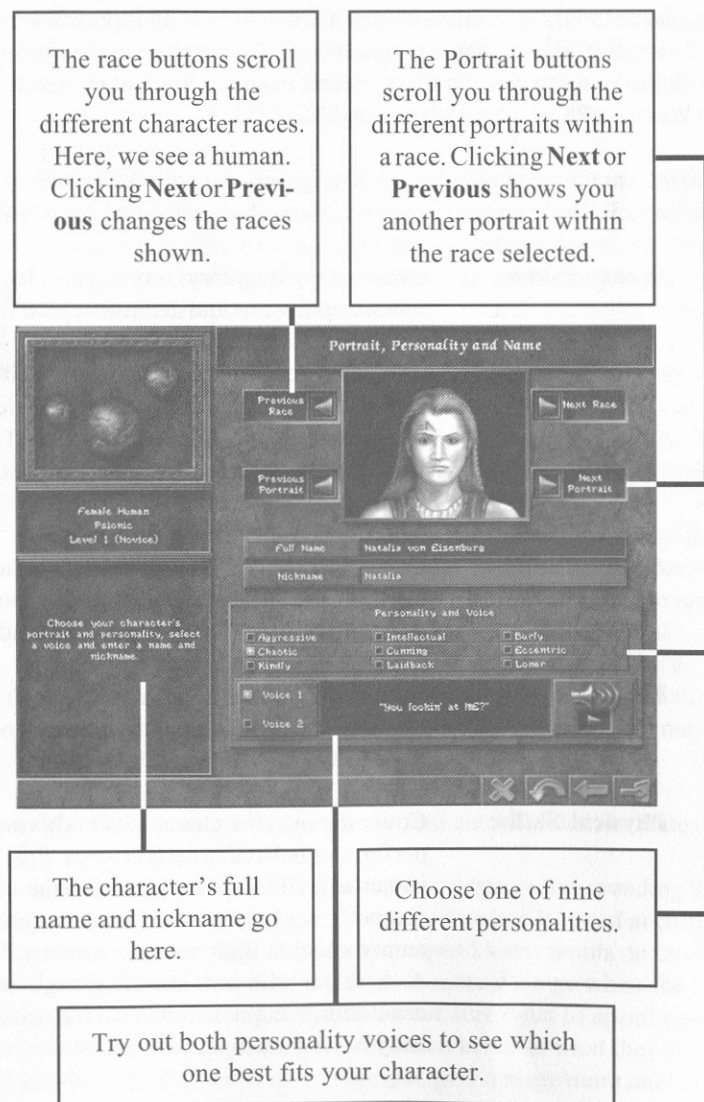
Getting Started

Step 7: Choose the Character's Portrait, Name, Personality and Voice

Now it's time to bring your creation to life by choosing the character's portrait, name, personality and voice.

Portrait

Wizardry will automatically show you a sample portrait for the race you've selected for your character. To see other portraits of within the same race,



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click on Next Portrait. To see the portraits of other races, click on Next Race. You're not required to give your character a portrait that matches his or her race. (For that matter, you're not even required to use the same gender. If you want to put a female faerie face on a big hairy male mook, you can. Hey, this is a *fantasy* game, right?)

Name

Just like anyone else, your character has both a full name and a nickname by which he is known. For instance, "Taarian the Great and Powerful Warrior" might be your character's full legal name. However, his close friends might just call him "Idiot." A character's nickname may not exceed nine letters.

Personality

There are nine different personality types within *Wizardry* 8. The personality affects the character's voice within the game. Choose one that best captures the attitude of your character.

- **Aggressive:** Aggressive types are eager for battle and adventure, and rarely shy away from a challenge.
- **Chaotic:** Chaotic characters are accustomed to living on the edge, and often ignore the strictures of conventional morality. Chaotic characters are, if nothing else, exciting to have around.
- **Kindly:** Always ready with a pat on the back and a shoulder to lean on, kindly characters are a great asset to any party. They're guaranteed not to get on anyone's nerves (except maybe the chaotic characters....)
- **Intellectual:** Intellectual characters are the "think things through" type and often belong to the magical professions. They are always happy to share their insightful comments with fellow party members, who are occasionally delighted to hear them.
- **Cunning:** Cunning characters would gladly steal your own weapon and then sell it back to you. A natural personality for a Rogue, cunning characters are able to smooth talk their way out of most anything.
- **Laidback:** Nothing much disturbs a laidback character. By no means lazy, laidback characters are serene, "go with the flow" types.
- **Burly:** When they're not adventuring, burly characters tend to take positions as bar bouncers, lumberjacks and professional wrestlers. They're pretty unflappable, mostly good-natured, and take no flak.

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- **Eccentric:** What do you mean spinning in a circle three times for good luck is weird? If you're an eccentric character, it's the obvious thing to do. Only truly unique personalities need apply.
- **Loner:** Loners don't associate much with others, and like it that way. Don't expect the loners in the group to spend their spare time having long, frank discussions about their feelings.

Voice

Each personality has two different voices available. *Wizardry 8* shows you a sample quote from each of voices. To hear what the voice sounds like, select the voice, and then click on the arrow underneath the speaker.

You can change your portrait, personality or voice at any time during the game by right clicking on the character's name in the Inventory Review Screen. See the section on Reviewing Your Characters for more information.

Saving Your Character

When your character is complete, *Wizardry 8* will prompt you to save the character. You can then add the character to your party from the Gather Party screen.

Gaining Experience Levels

After a few healthy encounters with monsters, your characters will gain some experience points. When they build up enough experience points, they gain experience levels.

Gaining a level is a great occasion. When your character is ready to gain a level, you will see a white plus sign on your character's portrait, and he or she will also comment on the exciting event.

When a character gains a level:

- The character will gain additional bonus points to spend on attributes (unless the character is an apprentice.)
- The character will gain additional bonus points to spend on skills.
- Spellcasters may learn new spells and gain additional spell points.
- The character may wish to change professions, if they're eligible.

In some cases, your characters may have survived such an amazing encounter that they will gain more than one level at a time.

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To reap the benefits of the character's new level, click on the white plus sign. This will take you to screens where you can spend your bonus points and select your spells. These screens work the same way as they did when creating characters at the start of the game ... with two important exceptions.

Saving Spell Picks

When choosing new spells for a magic user, you can choose to save your spell picks for later—just click on the "Next Screen" button without making any picks. You can then use your saved picks during a later level-up.

Why would you *want* to save spell picks until your next level up? Perhaps the only spells available right now aren't that great, but you're sure you're going to get some really rockin' spells next level. Then you might want to save your picks for next time.

Note: The game displays the number of spell picks you could *actually make* during your current level up, not the total number of picks you have saved. For example, suppose that for some strange reason you have 12 spell picks saved, but this character is only eligible to learn 6 new spells. In that case, the game will tell you that you have 6 spell picks, not 12.

Changing Professions

When your character gains a level, that character can change professions. If your fighter has always wanted to explore his Zen side and become a monk, or your mage has a secret urge to join show business and become a bard, this is their chance!

To change a character's profession, click on the white plus sign next to the portrait. This will take you to the first level up screen. Simply click on "Profession" and choose a new profession from the list of available choices.

Note that your character *must have the minimum attributes required for the profession* to join it. If your fighter wants to become a mage but only has an intelligence of 30, he's out of luck. See Appendix 2: Professions for a list of requirements for each profession.

Replacing A Character

Sometimes things just don't work out. That character you loved so much in the first flush of excitement might turn out to be a dud. Maybe your super-

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fast monk has turned out to be slower than snail-mail. Perhaps your mighty mage blasts his friends more than the enemy. Or maybe your needs have just changed. ("It's not you, it's me. Sure, when we started out I thought I was ready to settle down with a Dracon Alchemist. But since then I've discovered that I'm really much more compatible with a Dwarf Priest.")

You can completely replace an existing character with a new one, but it comes at a hefty price. *The new character will start out at Level 1 and lose all the experience points, attributes, and skills that the old character had.* Replacing a character is drastic step, and it should not be taken lightly.

Here's how to replace a character:

- Right click on the character's portrait to enter the Inventory Review Screen
- Click on the character's name to enter the screen that allows you to change your character's portrait, personality and voice.
- In the lower left corner you'll see a button with interlocking arrows. Click on the button.



- You can now create a brand new character in the same way you created a character at the beginning of the game.
- When you're finished creating the new character, you'll be asked if you want to buy starting equipment. While this can be expensive, it's often worthwhile. Buying new starting equipment is often the easiest way to get hard-to-find items like ninja garb or faerie robes.

Choosing The Difficulty Level

You've created the perfect party and are ready to start the game.

When you first start the game, you'll be prompted to choose a difficulty level. Note that *the difficulty level may be changed at any time* from the General Options screen. If you can't find any other way to make it past that one tough battle, you can always set the difficulty down a notch (we promise we won't tell.)

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The three difficulty levels are:

- **Novice:** Choose this option if this is the first *Wizardry* game you've played, or if you just want to squish the monsters as quickly as possible.
- **Normal:** If you have some *Wizardry* experience or fancy yourself a veteran RPG player, this is a perfect setting for you and your party.
- **Expert:** Expert is for those who want a good hard challenge and don't mind getting knocked around a little. (Or a lot.)

The main thing the difficulty level does is affect how hard it is to damage the monsters. On Normal difficulty, you and the monsters are pretty much on a level playing field. On Novice, it's easier for you to damage the monsters with spells and weapons, but harder for the monsters to damage you. Exactly the reverse is true on Expert: the monsters have no problem bashing you, but you'll have to use your wits to defeat them.

Difficulty level also affects the number of hints and clues you get (more on Novice, fewer on Expert) and the difficulty of locks and traps. It also has a minor effect on the number of monsters you encounter.

Simplified NPC Interaction

You can also decide whether you want simplified NPC interaction before you begin the game. When set to ON, simplified NPC interaction automatically adds various keywords to your keyword list as you talk to characters you meet in the game. When set to OFF, only a bare minimum of keywords are added automatically. Of course, you can still manually add as many keywords to your list as you like.

Iron Man Games

Iron Man is only for those who want the ultimate challenge. In Iron Man mode, you can't rely on reloading the game to bail you out of trouble. It is for players who like that visceral feeling of reality—that when a character dies, it's "for real." (Unless you can resurrect them, of course. Remember, this *is* a fantasy game!)

During an Iron Man game:

- You cannot save your game. Your game will be automatically saved during play at random intervals, and when you exit the game.
- You cannot load your game. Your game will be restored only when

Getting Started

entering the game.

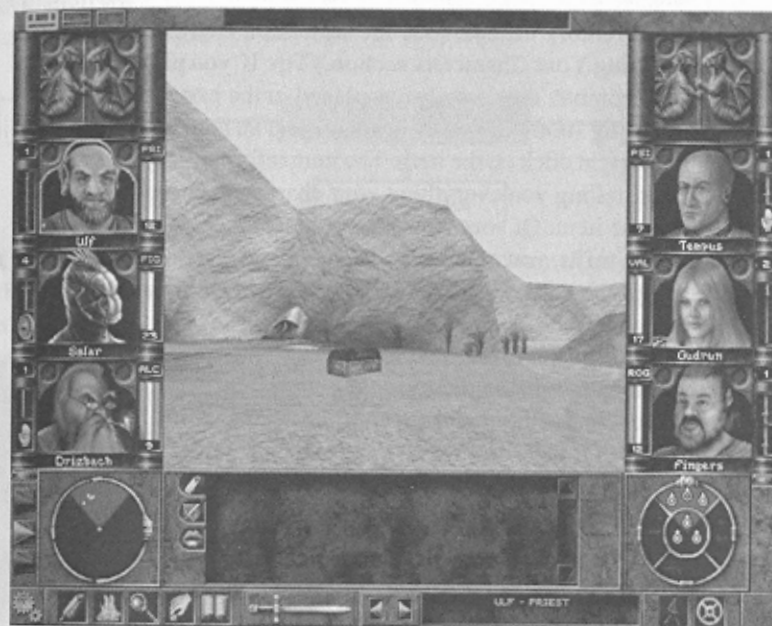
- If all of your characters die during an Iron Man game, your party is, well, dead. For good. *If your entire party is killed during an Iron Man game, your Iron Man save will be permanently deleted.*
- Once you select Iron Man, it's like marriage. It's for the duration of the game, unless you want to completely start over again with a new party.

Iron Man mode is, needless to say, for the truly dedicated. We really only recommend it for those playing the game the second time around, or those who can face the complete and total destruction of their party with a smile. (One bit of comfort for Iron Man players – they can always change the difficulty level to Novice to make those tough spots easier.)

Disclaimer: The publisher and developer of this game cannot and will not restore lost Iron Man games for any reason, including, but not limited to: power failure, hardware failure, software failure, brain failure, meddling pets/roommates/children/significant others, fumbled weapons, fizzled spells, rampaging Hogars, bloodthirsty Rapax, or acts of the Cosmic Lords. Don't say we didn't warn you.

Exploring the World

When you enter the game, you'll see the world of *Wizardry 8* spread out before you on the Main Game Screen. You'll also see all sorts of handy information that will help you out during your adventure.



Checking Things Out

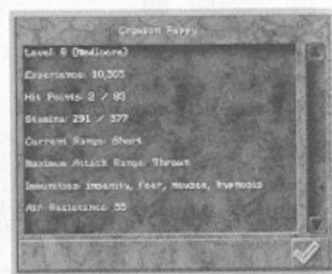
Before you set off on your travels, you'll need to learn the basics of moving around and interacting with your environment.

- **Looking Around:** Hold the right mouse button down and move the mouse to look around you. Alternately, press "8" on the numeric keypad to look up, "2" to look down, or "5" to center your view.
- **Walking:** Hold down the right mouse button, then press down the left mouse button to move forward. You can also move by using the arrow keys on the keyboard.
- **Running:** Hold down the SHIFT key while moving. Your characters burn stamina while running, so don't tire them out. Also note that your party members can't search while running.
- **Sidestep:** Press "0" on the numeric keypad to sidestep to the left; press "." on the numeric keypad to sidestep right.
- **Opening Doors, Activating Machines, Etc.:** Move your cursor over the door or device. If a hand icon appears, click to open the

Exploring the World

door or activate the device.

- **Picking Up Items:** Put your cursor over the item. If it's in range, the cursor will change to a hand. Click on the item to pick it up, then click the item on a character to place the item in that character's inventory. Right click on the item to place the item in party inventory instead. (See the section on Party Items in the Reviewing Your Characters section.) Tip: If you pick up items during combat, they are always placed in the party inventory.
- **Inspecting Items:** If you'd like to inspect an item before you pick it up, just right click on the item. The item information panel will appear, telling you everything your characters currently know about the item. Of course, if your characters don't have decent artifacts skills, you may not be able to identify the item. For more on inspecting items, see the section on Item Options under Reviewing Your Character.
- **Examining Creatures:** You see something moving in the distance. Is this thing dangerous? Does it have any weaknesses? To find out, right click on the creature. This displays the monster information panel, which records everything your party members know about the beast. What sorts of information they report depends on their mythology skills. Characters with low mythology skills won't even be able to tell you how many hit points the monster has. Characters with high mythology skills will be able to report on all sorts of things, including some or all of the creature's magic resistances.
- **Pausing the Game:** Press the PAUSE key on your keyboard to stop time. Press any key to continue your adventures.



A few words of caution before you head off. First, watch out for sudden drops. Your party can manage short falls without any problem, but if they fall too far, they'll take damage.

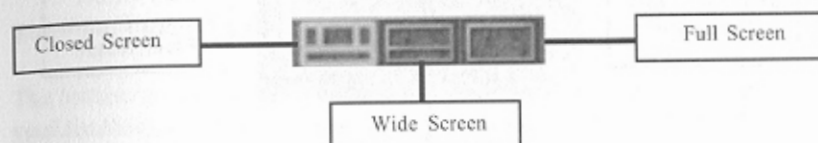
Second, don't get in over your head—literally. Your party can wade in shallow water with no difficulty, but don't expect a party of heavily equipped warriors to do the backstroke out into the ocean's depths. If you go into water that's over your head, your characters will drown. (Unless, of course, you find something that allows them to breath underwater . . .)

Third, if something looks like it might hurt you, it probably will.

Exploring the World

Adjusting Your View

You can adjust your view of the Main Game Screen to suit your tastes. To cycle through the three basic views, press BACKSPACE or click on the small icons in the upper left corner of the screen.



Closed Screen View: Displays the maximum amount of information. All of the character portraits are visible, and the information panels are shown along the bottom of the screen.

Wide Screen View: Gives you a bigger 3D viewing area by hiding the character portraits. The information panels are still shown.

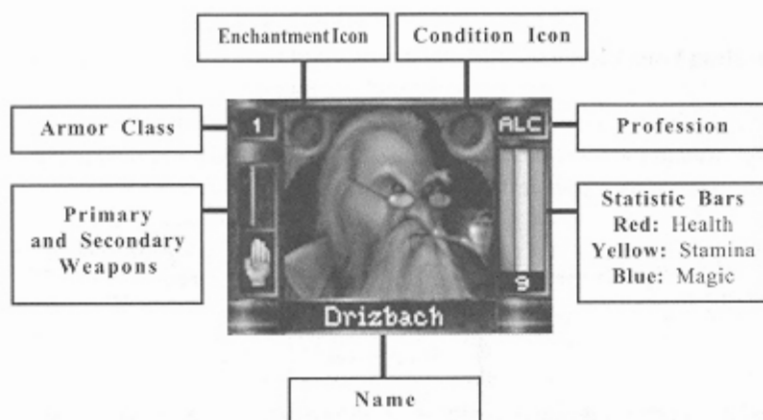
Full Screen View: Gives you the largest possible view of the world by hiding the information panels. In full screen view, game text is superimposed over the 3D view.

Character Information

Your characters' portraits line both sides of the screen in closed screen view. (The portraits aren't shown in wide or full screen modes, but you can make an individual portrait appear by left clicking on the character's statistics bars.) The top two portrait positions are reserved for recruited characters, guests that might choose to travel with your party from time to time. The character portraits give you easy access to the character's most important information.

- **Select the character:** Click on the character's portrait to select him or her. When a character is selected, the portrait will be surrounded by a blue highlight.
- **Review the character:** Right click on the portrait to open up the inventory screen for that character. See the Reviewing Your Characters section for more information.
- **Swap Weapons:** Click on either weapon to swap to that character's alternate weapon set. (Tip: To have *all* your characters swap weapons at once, press Shift-W.) For more information on swapping weapons, see the Reviewing Your Characters section.
- **Enchantments:** The circle above and outside the character's

Exploring the World



portrait displays any enchantments cast on that character. Enchantments are spells that enhance a character's abilities, such as Guardian Angel and Superman. To see a full list of all enchantments affecting characters, click and hold on the Enchantment icon.

- **Conditions:** The small circle above and inside the character's portrait displays any conditions that character may have. A condition is an affliction that affects the character in a negative way—examples include Asleep, Blind, and Paralyzed. If a character has more than one condition, or if you just don't remember what the icon represents, then click and hold on the condition icon. A window pops up listing all conditions affecting that character. Note: In Wide or Full Screen modes, one icon represents *both* conditions and enchantments. The worst condition is shown in the icon. Click and hold on the icon to see a full list of all conditions and enchantments affecting the character.
- **Statistics Bars:** Three colored bars summarize the character's well-being.
 - **Red Health Bar:** The red bar indicates how many hit points the character has. If the red bar falls to zero, that character is dead. (Fortunately, death is a curable condition in *Wizardry 8*.) Your character's hit points are also shown as a number underneath the health bar.
 - **Yellow Stamina Bar:** The yellow bar shows how tired the character is. If the bar is full, the character is full of vim and vigor. If the bar falls to zero, the character will fall unconscious. Running, fighting, and using items all consume stamina, while camping or just standing still replenishes it.
 - **Blue Magic Bar:** Spellcasters have a blue bar that represents how many spell points they have remaining.

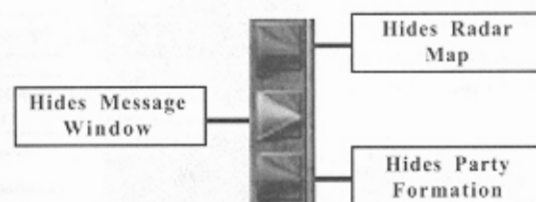
Exploring the World

Right click and hold on the statistics bars to bring up a full numerical breakdown of spell points by realm.

For detailed information on any character statistic or condition, equipping items, armor class, profession and the like, see the Reviewing Your Characters section of the manual.

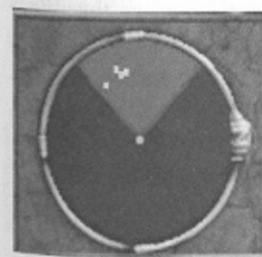
The Information Panels

The bottom area of the screen shows three information panels that give you vital feedback on the world around you: the Radar Map, the Game Messages area, and the Formation Display. You can also adjust which of these panels are displayed by using the tabs on the left side of the screen. (The Automap and Formation cannot be hidden from the Closed screen.)



The Radar Map

The radar map in the lower left portion is a great way to track things your characters can see in the game. Creatures and items that your party has spotted appear as small dots on the radar map. While your characters do automatically glance over their shoulders from time to time, they don't notice everything, so it's perfectly possible for monsters to sneak up behind you.



White dots on the radar map are items you've spotted. Red dots are hostile monsters. Yellow dots represent neutral creatures. (Careful, though, a neutral creature may become hostile if you get too close!) Green dots are characters friendly to your party. Gray dots are creatures that you've seen recently, but have slipped out of sight.

The radar map also functions as a compass: the gold letter "N" on the edge of the map always points North.

Exploring the World

The light shaded triangle at the top of the radar map represents the party's *view cone*—the area the party can see without turning around. While you're exploring, the view cone always points in the direction the party is facing. Things work a little differently in combat, because during combat you can turn the camera without changing the direction the party is facing. In combat, the view cone represents the direction the camera is facing.

The normal radar map view displays everything within long weapons range. (For more information on weapons ranges, see the Combat section.) Right clicking on the radar map zooms in your view, displaying the party formation and creatures within Thrown range.

The Automap

If you get lost on the road to adventure, help is just a click away. To access *Wizardry 8's* automap, either click on the radar map or press the TAB key.

The Automap displays your party's surroundings, with unexplored terrain shown in black. Your party is shown as a small formation icon, while other creatures are shown as small faces. Smiling faces represent friendly characters, while a scowling face represents a hostile monster.



The Party



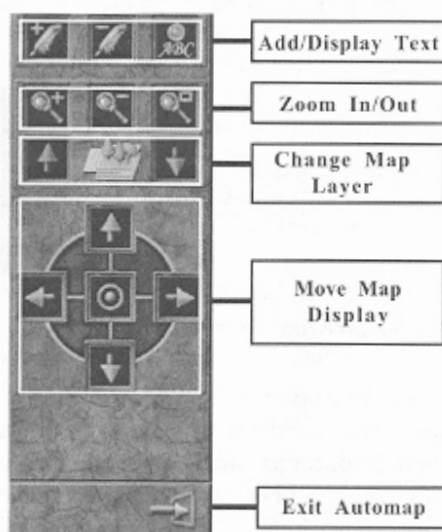
Friendly Creature



Neutral Creature



Hostile Creature

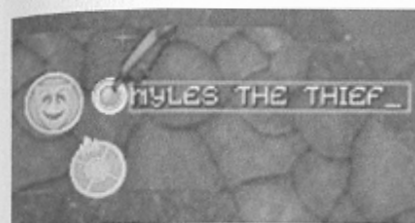


You'll also see small icons on the map representing items you've seen. Any item you've seen before will be displayed on the map, even if you just glimpsed it from a window. Hidden items and items in treasure chests are *not* displayed on the automap.

Adding Notes to the Automap

You can make notes on your discoveries right on the automap. To write on

Exploring the World

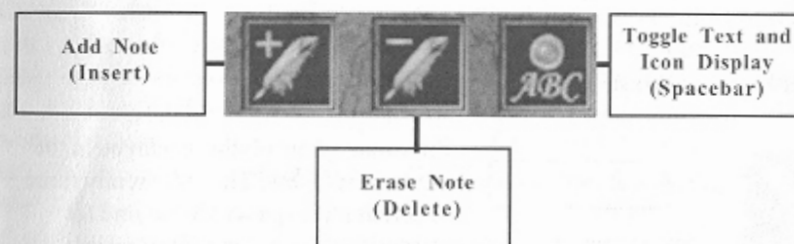


the automap, click on the Add Note button, which shows a pen with a plus sign next to it. Next, click the pen cursor on the spot where you want to add a note. A small circular icon will appear, along with a space to enter your message. Type in your text, and

press ENTER when you're done. Your entry will appear on the map.

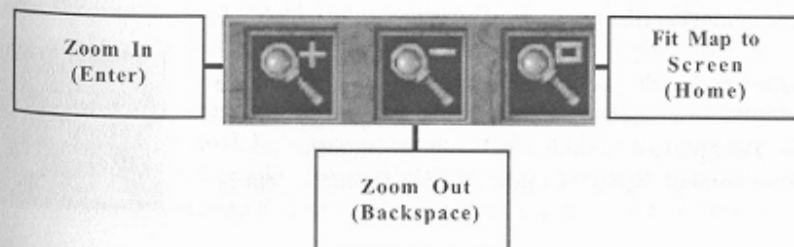
Suppose that earlier you put a note on the map saying "HERE BE DRAGONS," but now you've wiped out the entire dragon population. To remove a note, first click on the Erase Note button, which shows a pen with a minus sign next to it. Next, click the pen cursor on the circular icon that represents the text message.

If you want to hide the text messages, click on the button to the right of the Erase Note button. This button has three different modes: display text and icons, display icons only, or display neither text nor icons.



Zooming In and Out

Sometimes you want the big picture, whereas other times you need to get in real close. The Zoom buttons will give you just the view you desire. Click on the Zoom In button to get a close-up view, or click on the Zoom Out button for a broader view of things.



Exploring the World

Looking for a quick way to see all the area you've explored without any wasted space? Click on the Fit Map to Screen button. This feature automatically selects a zoom level that fits in all of the map that you've explored so far.

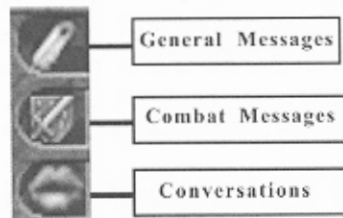
Change Layer

Some areas of the game have multiple *layers*—rooms on top of rooms. The automap also has multiple layers, to reflect the 3D nature of the game world. To look at the next layer up or the next layer down, click on the Change Layer buttons. You may also press number keys 1 through 4 to view different layers. (Many levels only have one layer; in which case the Change Layer buttons will be grayed out.)

MoveMap

To move the map display up, down, left, or right, click on the Move Map buttons. (You can also use the arrow keys on the keyboard.) The middle button centers the map view on the party, which is invaluable if you've lost track of your characters!

The Message Window



Important game text is displayed in the message window. There are really three different message windows: one for general messages, one for combat messages, and one for conversations. The game will automatically switch between the three windows depending on what you're doing. However, if you want to look at another message window—say

you want to look through combat messages to see how well your samurai did in the last battle—use the message tabs to display the different message windows.

The Formation Display

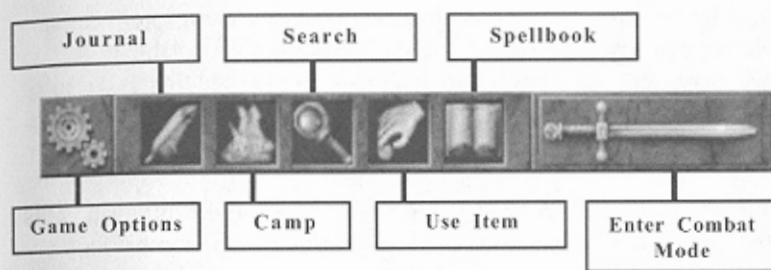
The formation display on the bottom right shows where each of your characters is standing in the party formation. Your party formation can be vitally important during combat. See the Combat section for more details.



Exploring the World

The Command Icons

While the character portraits and information panels tell you what's going on, the command icons at the very bottom of the screen let you *do* things. The command icons control actions like combat, magic, searching and loading and saving your games.



Game Options: Click on the gear icon to bring up the Options menu. This lets you do things like adjust your game settings and load and save games. See Appendix 5: Options for the full scoop on the game options.

Camp: Adventuring is a hard life, so every so often you'll need to bed down and rest for a while. Click on the campfire icon, and your party will set down their weapons and pitch camp for eight hours. While they rest, your characters regain lost stamina, replenish their magic points, and heal their wounds. If you want to awaken your party before their 8-hour nap ends, just click the mouse or press any key. Camping Warning #1: Don't be in a rush to rest if any of your characters are poisoned or diseased. A poisoned character may die in his sleep if the poison isn't cured before going to bed. Camping Warning #2: Choose a safe place to camp, or wandering monsters may decide to make you their midnight snack!

Search: Clicking on the magnifying glass icon puts your party into Search Mode. Searching may reveal hidden items or give you important clues about your surroundings. If your characters are searching, though, they're more like to be surprised by any monsters they encounter, so watch out! Also, your characters can't search while they run. You can't sprint as fast as you can while painstakingly searching the room for items at the same time. (Exception: Keen-eyed Rangers *can* still search while running, but they aren't as good at it as they are when walking at a normal pace.)

Your characters' senses attributes determine how easily they spot hidden items. Characters with high senses can spot hidden objects at a greater distance. Rangers have the special ability of being able to search constantly without entering Search mode. A ranger's ability to spot items is

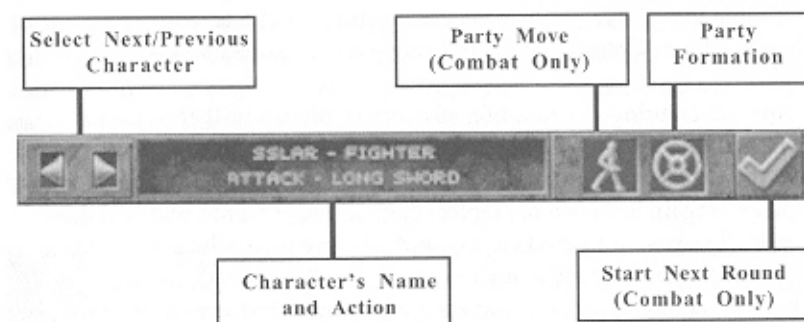
Exploring the World

based on both the senses attribute and scouting skill.

Use: The grabbing hand icon permits quick access to the selected character's usable items such as potions. You can also access the party inventory from the Use menu. In combat, the Use icon also allows characters access to the Equip icon. See the Combat section for more information.

Magic: Clicking on the spellbook brings up the spell casting interface for the selected character. Of course, the spellbook is only available if the selected character knows how to use magic—a dim-witted fighter doesn't know a spellbook from a phone book. For the full details on the arcane art of magic, see the section on Magic below.

Combat: When the time comes to fight, click on the large sword icon. This puts the game into Combat mode and brings up additional combat icons. To hone your fighting skills, consult the Combat section below.



Character Selection Buttons: Use these two buttons to select the previous or next character in the party. The currently selected character's portrait is highlighted in blue, and his name, profession, and current action are displayed next to the character selection buttons. Note that you can also select characters by clicking on their portraits.

Character Name and Action: The name of the currently selected character is displayed here, as well as that character's current action (if any).

Party Movement Button: This icon is only active during combat. See the Combat section for more information.

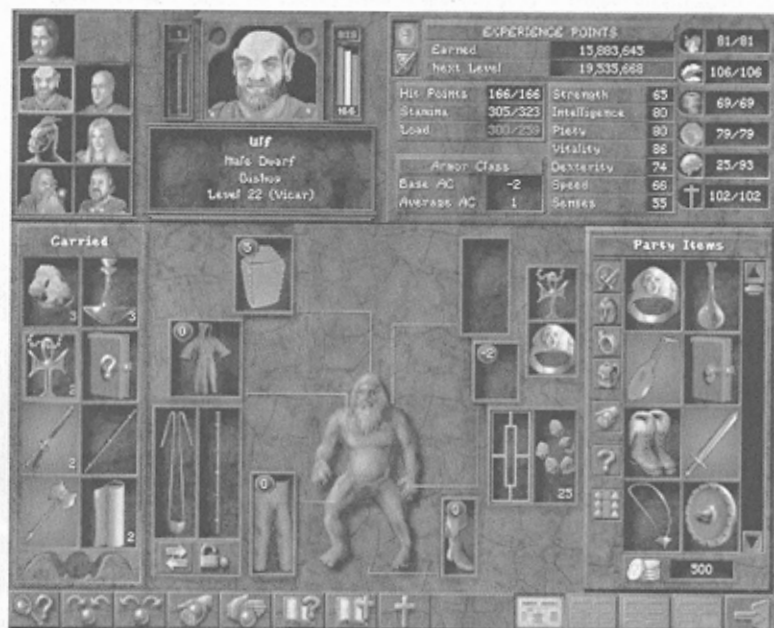
Party Formation Button: Clicking on the Party Formation button brings up the Party Formation Editor. The Formation Editor allows you to change where your characters are positioned during combat. For more information, see the Combat section.



Reviewing Your Characters

The Inventory Review Screen

Right clicking on your character during play or selecting Review Character from the Start New Game menu will take you to that character's Inventory Review Screen. From here you can equip and manipulate items, as well as take a look at some of the character's most important statistics.



The Portrait Area

The small portraits in the upper left corner allow you to select other characters and view their Inventory Review Screens. To the right of the small portraits is a larger portrait of the character you're viewing. The portrait area lets you do much, much more than admire your characters' pretty faces:

- **Exit to the Main Game Screen:** Click on the portrait to return to the game, or press the ESC key.
- **Dismiss an RPC:** Click on the small door icon on a RPC's portrait to dismiss an RPC from your party. When you dismiss RPCs, they're free to go wherever they wish, so don't be surprised if RPCs wander away from where you left them.
- **Change the Character's Portrait, Name, Personality, or Voice:**

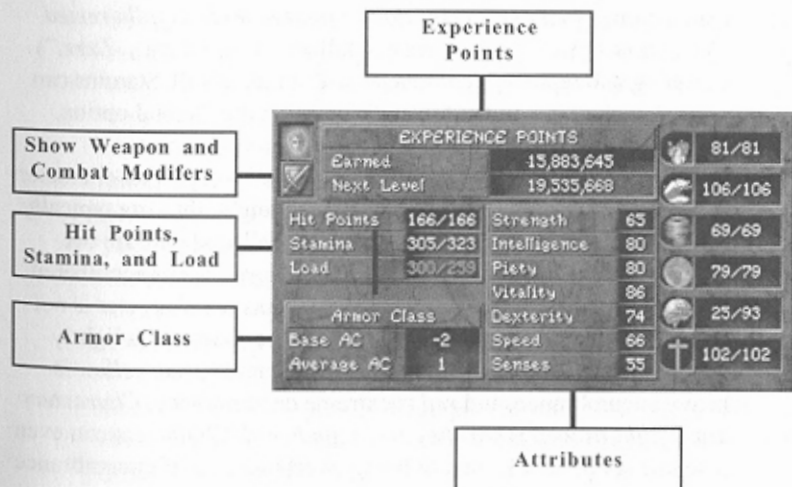
Reviewing Your Characters

Clicking on the character's name will take you to a screen where you can change the character's portrait, personality, or even name. For more information, see Step 7 in the Creating your Characters section.

- **See the Character's Levels by Profession:** Click and hold on the character's profession to display a list of their levels by profession. Suppose Hrothgar the Stinky started his career as a Fighter, but switched to being a noble Lord at level 10 (after taking a bath, one presumes.) Hrothgar continues as a Lord until he reaches his current level, level 20. The list would show Hrothgar with 10 levels as a Fighter, and 10 levels as a Lord.
- **Level Up:** If the character is eligible to go up a level, a white plus sign will appear on the character's portrait. Click on the cross to level up your character. See Leveling Up in the Creating Your Characters section.

The Character Information Panel

To the right of the portrait area, you'll see a panel displaying various vital statistics for that character. This panel displays the character's seven primary attributes (Strength, Intelligence, Piety, Vitality, Dexterity, Speed, Senses), spell points in each of the 6 realms of magic, plus a wealth of other information.



Experience Points

As your characters slay monsters and complete quests, they become more

Reviewing Your Characters

experienced in their trade. *Wizardry 8* awards characters *experience points* as a reward for their accomplishments. As these points build up, your characters will gain experience levels. The Experience Points display shows how close this character is to advancement.

- **Earned:** Shows the number of points you have earned so far.
- **Next Level:** Shows the total number of points needed to advance. Once the character earns this many experience points, he or she will gain a level. The blue bar behind the number fills up as your character gets closer to advancement.

Hit Points, Stamina and Load

- **Hit Points:** Represents the amount of damage your character can endure before death. For example, let's say your character has 10 hit points when in the best of health. During a battle, a monster hits the character and causes 8 points of damage. Your character's hit points would now show 2/10, the "2" reflecting the amount of damage the character can now endure before death. The "10" reminds you of the character's maximum hit points when he or she is in full health. Hit points are represented by the red bar next to the portrait.
- **Stamina:** Stamina measures characters' endurance. They can only walk so far or fight so much before they fall flat on their faces from exhaustion. *Tired characters do not fight as well as fully rested characters.* ("Yawn ... C'mere and fall on my sword, ya ... Zzzz.") Camping will replenish stamina, as will standing still. Stamina can be replenished in combat by spells or using the Defend option. The yellow bar next to the portrait represents stamina.
- **Load:** A character's load represents the total weight that character is carrying. If characters carry too much weight, they are typically easier for monsters to hit, don't attack as well, and will tire out quickly. The color of the Load number tells you how encumbered the character is. A *white* Load number means the character is not encumbered, while a *blue* number means the character is lightly encumbered. *Green* represents medium encumbrance, *yellow* is heavy encumbrance, and *red* is extreme encumbrance. *Characters don't fight as well when they're encumbered.* Characters can even lose swings or attacks due to being overburdened. If encumbrance is a problem, sell or drop your extra gear.
- **Load and Party Inventory:** A character's load is affected by three things: the items the character has equipped (such as weapons or armor), the items the character carries in his or her personal inventory, and the character's share of the party inventory. All

Reviewing Your Characters

characters lug around a portion of the party inventory in their backpacks. The share of the party pool a character carries depends on his or her strength. The load a big, burly lizardman carries would squash a tiny faerie. Tip: Don't be surprised if you give a character an item weighing ten pounds and the character's load increases by *less* than ten pounds. What's happened is that the party has reshuffled the party inventory to redistribute the weight. To find out just how the weight is distributed, hold your mouse cursor over the load value. A tooltip will appear, detailing how the load is split between the character's personal inventory and the party inventory.

Armor Class

Your character's natural armor class (or AC) determines how well protected he or she is against a physical attack. This includes both armor and the character's ability to dodge blows. *The higher the armor class is, the better protected your character is.* An average, healthy, but totally naked character might have an armor class of 0, while a heavily armored fighter might have an armor class of +17. Note that a character's armor class can become negative if the character is ill or overloaded. A nauseous, encumbered character might have an armor class of -2, for example.

- **Base AC:** Base AC is essentially the character's armor class while he or she is completely naked, modified by any cloaks or shields the character has equipped. If a character is ill or overloaded, you may see a negative base AC, indicating that this character is more vulnerable than your run-of-the-mill naked character (not that we're advocating naked characters run around mills). On the other hand, speedy or stealthy characters may have positive base ACs, reflecting their ducking and dodging abilities.
- **Average AC:** Shows the character's average armor class, including the effects of any armor the character is wearing. The average AC takes into account how frequently different body parts are hit. Characters are hit in the chest more often than in the hands, so a +10 piece of chest armor will have a larger effect on average AC than a pair of +10 gloves. Each part of your character's body has its own armor class, shown as the white number in the upper left hand corner of the inventory slot.

Combat and Weapon Modifiers

Click on the sword and shield to bring up the Combat and Weapon Modifiers panel. This shows you how well your character does in combat based

Reviewing Your Characters

on his speed, skills, and weapon. When you change weapons, you'll notice these numbers changing, too.



The left column shows initiative, kills, and deaths.

- **Initiative:** Initiative determines when your character attacks during a combat round. Characters with high initiative are likely to move before characters with low initiative. Characters with high initiative may also get extra swings or attacks, allowing them to deal more damage in a round.
- **Kills:** The number of monsters this character has left in a pile of goo.
- **Deaths:** The number of times this character has been reduced to a pile of goo by the monsters.

The right column shows a variety of combat modifiers for your character's primary and secondary weapons.

- **To Initiative:** The effect of the weapon on initiative. Big, clumsy weapons generally lower the character's initiative, while small, fast weapons may give the character an initiative bonus.
- **Damage Range:** The range of damage this weapon will do, taking into account things like strength modifiers.
- **Attack Rating:** An indicator of how likely you are to hit monsters with this weapon. The higher the number, the better.
- **# of Attacks:** The number of times the character can attack with this weapon in a round of combat.
- **Max. Swings:** The maximum possible number of swings with a particular weapon within a single attack.
- **To Hit:** A component of the Attack Rating, To Hit bonuses come from certain weapons or exceptional attributes.
- **To Penetrate:** Modifies how likely the character is to penetrate a monster's skin or armor.

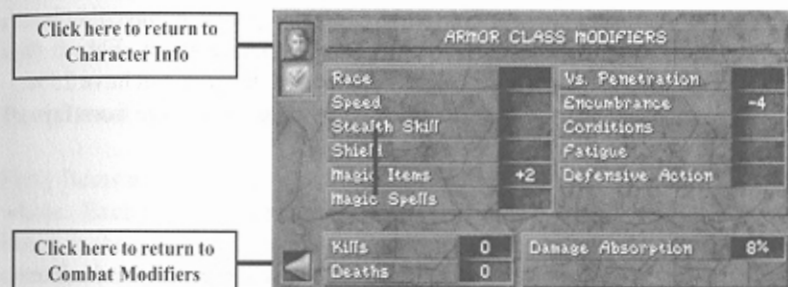
Reviewing Your Characters

- **To Damage:** Shows any damage bonuses your characters receive due to factors like strength. If your character's exceptional strength allowed him to do double damage with this weapon, for example, then this would read "+100%."

After checking out your offensive modifiers, you may want to see what's affecting your defense as well. Click on the arrow in the lower left corner of the panel to display Armor Class Modifiers.

Armor Class Modifiers

This panel shows how different factors affect your character's base armor class. Positive modifiers are good, negative ones are bad.



- **Race:** Certain races (e.g. faeries) are able to dodge the proverbial bullet better than others. Any racial AC bonuses are displayed here.
- **Speed:** Extremely fast characters are able to use their speed to evade attacks, while slowpokes are actually more likely to be hit by a blow.
- **Stealth:** Characters skilled in stealth are able to avoid blows by using feints and diversions. The higher the stealth skill, the larger the bonus.
- **Shield:** Nothing helps to protect the body like a trusty shield. Of course, the shield must be equipped to offer any additional protection. ("Wait! Before you swing that sword, let me get my shield out of my backpack-aaaagh!") The more skilled the character is with shields, the higher the bonus.
- **Magic Items:** Certain rings, amulets, etc. may grant a magical armor class bonus (or penalty!).
- **Magic Spells:** Spells such as Bless or Hex may increase or reduce the character's armor class.
- **Vs. Penetration:** This category shows the sum effect of the Body of Stone spell, the Armorplate spell and the Armormelt spell. Body

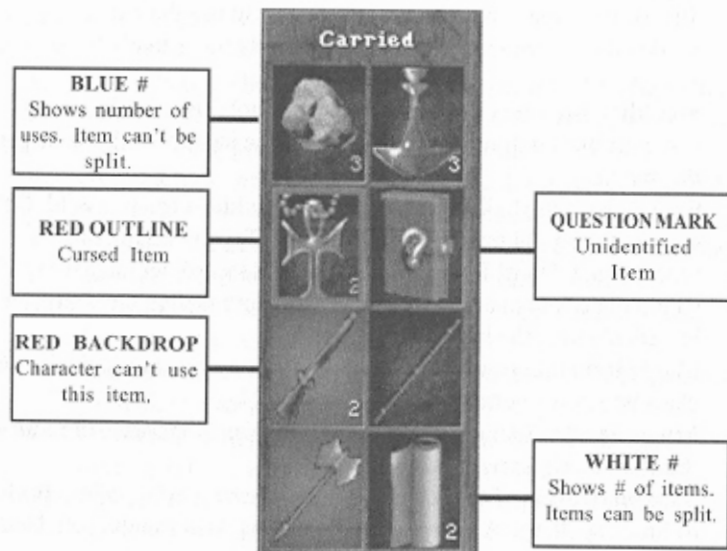
Reviewing Your Characters

of Stone and Armorplate make it more difficult for a hit to do damage, while Armormelt does the reverse.

- **Encumbrance:** When your characters are lugging around two tons of luggage, they're much easier to hit. Encumbrance shows the penalty to your character's AC.
- **Conditions:** Characters who are throwing up all over the place aren't attractive targets, but they sure are easy to hit. This category shows the combined penalty of conditions such as Irritated, Nauseated, Afraid and Poisoned upon the character.
- **Fatigue:** The more tired a character is, the easier he is to hit. ("Dodge? Yawn... That's waaay too much effort.") Fatigue shows the penalty to the character's AC due to weariness.
- **Defensive Action:** If your character has chosen the Defend or Protect options, he or she will receive a +2 AC bonus.
- **Damage Absorption:** The percentage of physical damage that is absorbed by a spell, item or a character's special ability. For example, your character might be hit for 40 damage, but have 25% damage absorption, and therefore only take 30 damage from this blow.

Items

Your characters are a materialistic bunch, and they will rapidly accumulate all sorts of items. Characters can carry items in three different ways: equipped on their person, carried, or in the party item pool.



Reviewing Your Characters

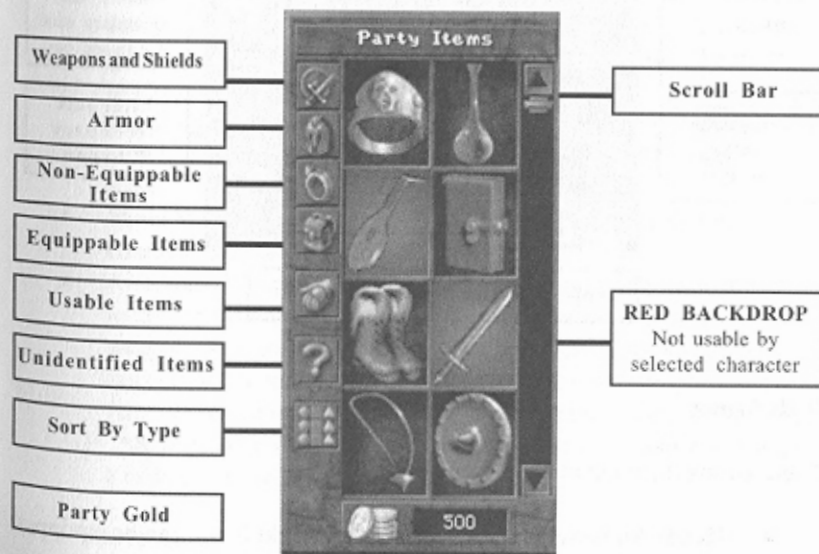
- **Carried Items:** These are easily accessible items that a character carries on his or her person.
- **Equipped Items:** Items that a character is wearing or holding in their hands.
- **Party Items:** Items that the party has in a common "pool" that they all help carry. You can think of party items as items the party has packed away in their backpacks.

Carried Items

Carried items are all the easy-to-reach items your character carries in places like pockets or hooked to a belt. They are *not* equipped. At most, your character may carry eight items or groups of items at a single time. Any others will need to be equipped, tossed into the party item pool, or dropped. You can invoke the special abilities of any carried items in combat with the Use command.

Party Items

Party Items are a general pool of items carried around by the party as a whole. Each member of the party carries his or her own share of this pool. Items in the party pool cannot be used in combat unless you use the Equip command to take them out of the party pool first.



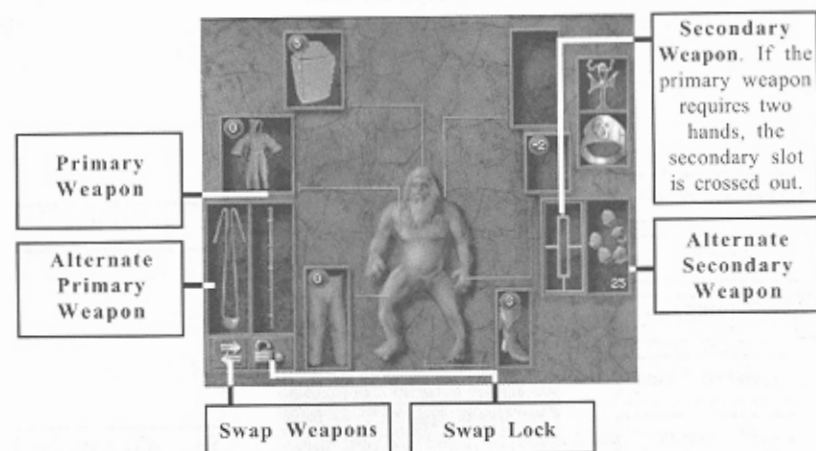
Reviewing Your Characters

Wizardry 8 allows you to sort the loot in the party pool in all kinds of convenient ways. Click on the buttons to the left of the party pool to change how its contents are displayed.

- **Weapons & Shields:** Shows only the weapons and shields in the party pool.
- **Armor:** Shows only the armor in the party pool.
- **Non-equipable Items:** Shows only things that can't be equipped, such as potions, scrolls, gadgets, etc.
- **Equipable Items:** Shows all non-armor items that can be equipped, like rings and necklaces.
- **Usable Items:** Shows only those items the currently selected character can use.
- **Sort by Type:** Shows all items sorted by type—all potions together, all footwear together, and so on.

Equipped Items

As your characters explore Dominus, they're guaranteed to collect all kinds of exotic gear. Naturally, they'll want to try it out, and to try it out, they'll need to equip the item. After all, that cool-looking sword you just found have won't do much good in storage.



Body Armor

There are six different places to put armor:

- **Head:** All items such as helmets, hats and skullcaps can be equipped

Reviewing Your Characters

here.

- **Torso:** Items that fit the torso include breastplates, robes and cloth shirts.
- **Legs:** From plate mail greaves to timeworn leather leggings, items that protect a character's legs may be equipped here.
- **Feet:** All kinds of footwear go here (most priced well below today's sneakers, thank goodness).
- **Hands:** Characters wear gloves on their hands. (Rings go in the Misc #1 or #2 slot.)
- **Cloak:** Cloaks, which protect the entire body, go in this slot.

Weapons

A character can wield a wide variety of deadly weapons, ranging from tiny darts to mighty magic swords. Weapons need to be equipped to be useful, though. A big nasty axe isn't going to slay anything if it's buried in your backpack under some old gym socks.

A character has two hands, a primary hand and a secondary hand. *Wizardry 8* characters also have two sets of weapons, their main set and an alternate set.

- **Primary Weapon:** The primary weapon is the weapon equipped in the character's primary hand, the hand they're best with.
- **Secondary Weapon:** The secondary weapon is the weapon equipped in the character's off hand, the hand they're not so hot with. *If you equip a secondary weapon, the character should be skilled in dual weapons to use it effectively.* If the character is using a two-handed weapon like a long staff, then the secondary weapon slot won't be available. The secondary weapon slot is also used for ammunition such as arrows, bullet stones and the like, as well as for shields. (The character doesn't need the dual weapons skill to use ammunition. The shield skill will help the character use a shield effectively.)
- **Main Weapon Set:** The main weapons are the ones that the character is using right this minute.
- **Alternate Weapon Set:** The alternate weapons are those at the ready for instant use whenever the need arises. The alternate weapon slots are often used for weapons that work at a different range than the main set. For instance, your main weapons might be your "up close and personal" favorites: a nice sword and a sharp little dagger. Your secondary set might be for combat at a distance: a powerful bow and a quiver of arrows.

Reviewing Your Characters

Swapping Main and Alternate Weapon Sets

Swapping weapons is quick and easy, allowing you to switch between close and ranged weapons with ease. There are three convenient ways to do it:

- In the Inventory Review Screen, click on the swap arrows.
- In the Main Game Screen, click on the character's weapon.
- Or, select the character and then press the W key. Tip: To have *everyone* in the party swap weapons, press SHIFT+W

But what if you don't want a particular character to swap his or her weapons? Clicking on Lock Swap in the Inventory Review Screen will prevent a character from swapping weapons automatically, or when SHIFT+W is pressed.

Accessories

Nothing tops off dirty, blood-spattered armor better than accessories—an elegant amulet of healing, say, or a finely crafted ring of protection. In *Wizardry 8*, there are two spots, Misc. #1 and Misc. #2, where you can quip miscellaneous accessories like amulets and rings.

What's that little number mean on my armor?

In all body locations, you will see a white number in the upper left hand corner. This number indicates the armor class (AC) of that particular body part. The higher the number, the better.

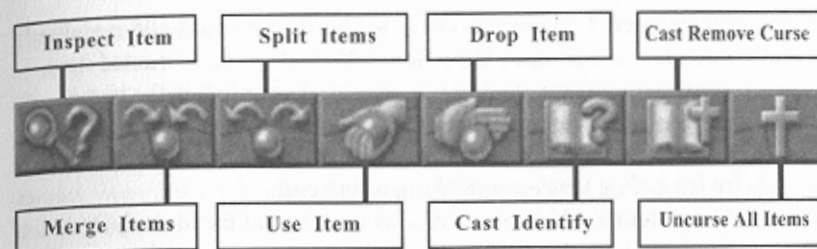
Curses!

Some items have been magically booby trapped with curses. When you equip a cursed item, you're stuck with it—literally. The item cannot be removed without the aid of a Remove Curse spell or a talented bishop. Many cursed items are extremely useful but have negative effects on your character, so be watchful.

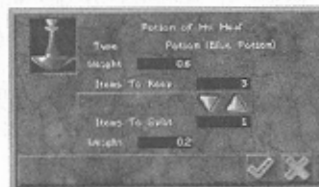
Item Options

Collecting, inspecting, distributing, dropping and otherwise fussing with items are common activities in *Wizardry 8*. Along the bottom of each character's review screen, you see the Item Options panel.

Reviewing Your Characters



- **Inspect Item:** Use this option to attempt to discover the true nature of an item the party has found. When you click on the Inspect Item icon, your cursor will turn to a question mark. Just click the question mark on the item you're trying to identify. Tip: You can also inspect items simply by right clicking on them.
- **Merge Items:** Some items can be merged together to make another item. (Attempting to merge all manner of implausible items is the Gadgeteer's favorite hobby.) To merge items, first click on the Merge Items icon and then select the first of the two items. You'll pick up the item in your cursor. Next, click it on the second item. The items will merge, unless you've either attempted the impossible (merging a sword with a potion, for instance) or your character doesn't have enough skill to successfully merge the two items together. Tip: You can use the Merge Item button to combine bundles of similar items (e.g. combine two bundles of arrows into one)—but there's another, much easier way of doing this. Just click one bundle of items on the other, and the two bundles will be combined!
- **Split Items:** Grouped items such as potions, arrows and the like can be separated using Split items. Click on Split Items and then click on the grouped item you wish to split. When you do, you'll see the screen below. Split the items any way you like using the arrow. Click on the checkbox when you're finished. Tip: An easy way to split items is to hold down SHIFT while clicking on the item. This will split off just one of the item.
- **Use Item:** To use an item such as a potion or a spell, or to invoke the special powers of a magical item, click on Use Item and select the item in question. If the item can be used in the Review Screen, it will be. If you want to use an item on an object in the Main Game Screen (like a door, say) just pick up the item in your cursor, return to the game world, and click the item cursor on the object directly.



Reviewing Your Characters

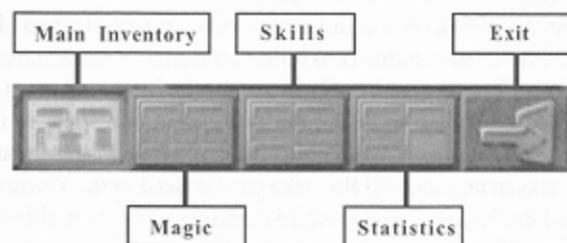
- **Drop Item:** To dump that cheap leather armor your Valkyrie talked you into buying, click Drop Item followed by the unwanted item. When you drop an item, it will appear at your feet in the game world so that you can pick it back up again if you change your mind. Bear in mind that many items can be sold for cash, so think twice before tossing something to the curb.
- **Cast Identify:** If the selected character knows the Identify Item spell, click on this icon to cast it. The cursor will turn into a question mark. Click the question mark cursor on an item to magically identify it.
- **Cast Remove Curse:** If the character knows the Remove Curse spell, you can click on this icon to cast it. The cursor turns into a question mark; click on the cursed item to attempt to temporarily counteract the curse.
- **Uncurse All Items:** Members of the Bishop Profession may identify items without aid of magic. To uncure all items carried by party member, click on this button in the Bishop's Inventory Screen, and then click on the small portrait of the character you want to uncure in the upper left corner. Note that uncursing a character simply allows him to remove all cursed items—it doesn't actually remove the curse from the item itself.

Examining Items

Right click on an item, and you'll see everything that your characters currently know about that item.

To find out what the different race and class icons represent, hold your mouse over the icon.

If your characters haven't identified the item, you won't see everything that the item can do. Try identifying the item again when your characters improve their Artifacts skills.



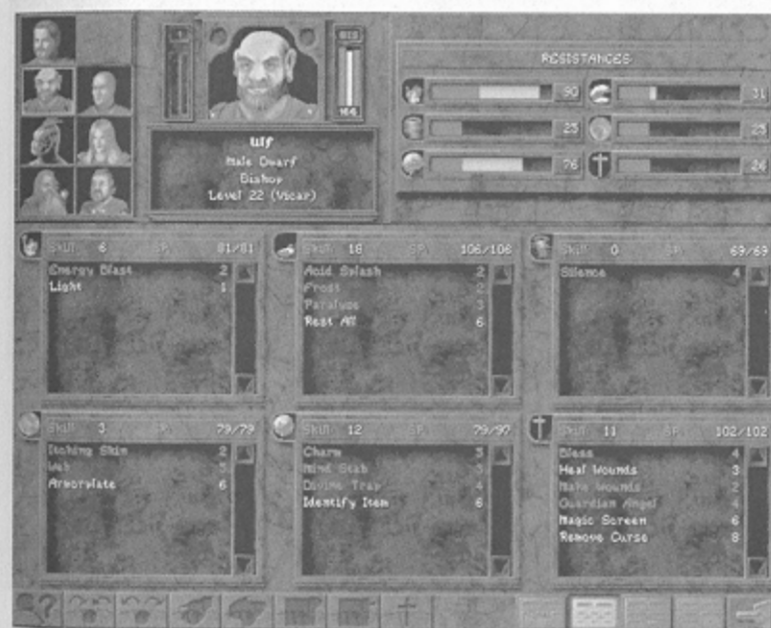
Reviewing Your Characters

Character Review Screen Toggles

There are four different review screens in total: the Inventory Review Screen (which you have just mastered), the Magic Review Screen, the Skills Review Screen, and the Statistics Review Screen. To reach any review screen, just click on its icon. Each screen is covered in further detail later in the sections that follow.

The Magic Review Screen

Clicking on the Magic Review button, you'll see the screen below.



Here you'll see your character's magic resistances, spell points, and all the spells your character knows. Your character's base magic resistances are shown in *blue*. Bonuses are shown in *light blue*, while penalties are shown in *red*.

For full information on any particular spell, just right click on the spell name.

Reviewing Your Characters

The Skills Review Screen

Clicking on the Skills review icon, you'll see the screen below.



Skills are broken up into four sections: Academic, Weapon, Physical and Magic. For more information on Character Skills, right click on the skill name, or see Appendix 4: Skills.

Skill Bonuses and Penalties

A character may have bonuses or penalties to certain skills. Bonuses are shown in *light blue*, and are typically due to spells or items. Each profession also gets a bonus to a specific skill. Rogues, for example, get a bonus to the locks and traps skill.

Any skill penalties are shown in *red*. Skill penalties may be caused by spells or illnesses, or just sheer unhappiness.

Other Colors

If a character is the best in the party at a particular skill, that name of that skill will be shown in *gold*.

Reviewing Your Characters

If a character can no longer improve a particular skill (because he or she changed profession, say) then that skill's name will be *darkened*. If a skill has been improved recently, on the other hand, the skill number will be shown in *green*.

The Statistics Character Review Screen

The Statistics Review screen gives you a full breakdown on the character's attributes, as well as information on any items, afflictions, or abilities that affect performance in the field.



Primary Attribute Bonuses and Penalties

This screen not only displays your character's attributes, it also shows any bonuses or penalties to those attributes. Bonuses are displayed in light blue, while penalties are shown in red.

Abilities & Traits

The Abilities & Traits section shows you any special traits this particular character has due to race and profession. Examples would include a dwarf's damage resistance, a priest's ability to turn undead, and a fighter's stamina regeneration.

Reviewing Your Characters

Current Personal Effects


The Current Personal Effects area shows you how items, enchantments, and conditions alter your character's abilities. The three buttons to the left of the Current Personal Effects area allow you to view these effects in three different ways:


- **Positive:** Click on the "+" button to show only positive effects on the character
- **Negative:** Click on the "-" button to show only negative effects on the character
- **Item/Natural:** Click on the Item/Natural toggle to switch between viewing item effects and effects caused by conditions and enchantments.

Character Conditions


Normally, your character will be unaffected by either conditions or enchantments. In that case, the list of "Natural" effects will be empty. Various enchantments such as Bless, Haste, Superman, and so forth may cause positive effects to be displayed in this list instead.


More common, however, are negative *conditions*, illnesses that afflict your characters with a variety of woes. In general, these conditions have three effects: the character will not perform as well, the character will be easier to hit and more damage will be done if the character's armor is penetrated. Some illnesses, however, have their own special side effects. Plain old rest and relaxation may eventually cure some these conditions. Disease, draining, and death (the "evil trinity of Ds") cannot be cured by rest, and require magic intervention.


 **Afraid:** Afraid characters quake with fear at the sight of the enemy, making them less capable and confident. Because they overreact to most any situation, afraid characters don't attack as well—indeed, they may not have the courage to attack at all. Since most anything from a field mouse to a loud noise can make them freeze with fright, they're easier to hit, too.


 **Asleep:** Sleeping characters are what monsters refer to as "breakfast in bed." Sleeping characters are incredibly easy for the monsters to hit, and, when hit, normally take double damage to boot. Sleeping characters may be awakened by the force of a blow—a rude awakening, indeed!


Reviewing Your Characters


 **Blinded:** Blind characters are virtually defenseless. They typically take a 50% penalty to their Senses, and may take double damage in combat. They may be unable to attack, and if they do attack, they may select the wrong target. (This applies to spells as well!) Due to their intense training, monks can avoid some of the ill effects of being blind.


 **Diseased:** Diseased is perhaps the worst condition short of death in *Wizardry 8*. Diseased characters show no visible symptoms at first. However, as time passes, disease will begin to ravage the character's abilities. Paralysis may set in. He may become irritated, nauseated, slowed, blinded or poisoned. He may become insane or paralyzed. Worst of all, the character may *permanently* lose attributes, hit points, or stamina to disease. Abilities lost to disease cannot be restored by any known means, so you should try to cure the disease with a spell or a potion as soon as you can.

 **Drained:** A Drained character has lost hit points and stamina points to the attack of some insidious draining creature such as a Vampire Bat. Neither rest nor magic will restore hit points and stamina that have been lost to Draining. The only known cure is to drink a rare (and costly) Renewal Potion.

 **Hexed:** A character who has had a Hex placed upon him may appear to suffer no ill effect outwardly, but inwardly he has been weakened on virtually every level. No matter what he does, it seems, his actions are cursed. His thinking, his strength, his speed—all his attributes—are lessened. He cannot hit as well. Although he has practiced for years, he finds his skills just aren't what they used to be.

 **Insane:** An insane character is, for the time being, absolutely nuts. Similar to a computer game developer during beta testing, the character becomes erratic and his or her actions become irrational and random. An insane character may even attack teammates in the mistaken belief that they are the enemy!

 **Irritated:** Irritated characters are afflicted with an itching, burning sensation. Your characters will become preoccupied with trying to soothe these annoying feelings. Consequently, they won't fight as well and will be easy targets while the condition lasts. While irritation is a mild condition, it can still reduce your party's fighting abilities by a surprising amount.

 **Missing:** One minute they're there and the next—zip!—gone. A character can go missing for any number of reasons, but the most common one is a giant monster with a big mouth and an empty

Reviewing Your Characters

stomach. Characters who are go missing in this fashion can be retrieved, but you'll have to kill the monster first. The character may also take damage while he's missing. Digestion, you understand.



Nauseated: Nauseated characters feel queasy and woozy (especially if they just ate.) Nauseated characters don't attack or defend very well—indeed, they may even lose entire attacks due to their churning stomach. Just pray that they don't lose their lunches instead!



Paralyzed: A paralyzed character cannot move. This prevents the character from fighting, of course, but it also means that he or she is very easy to hit and can take up to double damage when attacked. There is a small chance, however, that the hit might just be enough to jolt the character's nervous system back into action.



Poisoned: Not only are poisoned characters bad fighters and easy to hit, they also suffer poison damage each turn. As poison seeps through the bloodstream, it damages the poisoned character's system. Having a poisoned character rest in camp can be quite dangerous—if the poison is strong enough, the character may die in his or her sleep! It's usually a good idea to cure poison with potions or spells before camping.



Silenced: Silence may be golden, but it's also deadly. Most characters who are silenced cannot cast spells, so the silence condition can transform a mighty spellcaster into an easy target. The exceptions to this rule are those who cast from the Alchemist's spellbook. Alchemists use powders, potions, and gestures in their magic instead of words, so silence affects them not at all.



Slowed: Slowed characters operate in a sort of time warp. Although they may still be thinking at normal speed, their body just won't keep up. Characters who are slowed will typically be 50% slower than they normally would be, causing them to lose attacks or swings.



Turncoat: The turncoat condition turns friend into foe. Suddenly, the character who's helped you through thick and thin wants to knock your head off instead. While the condition is temporary, a turncoated party member can wreak enormous damage on his comrades.

Reviewing Your Characters



Unconscious: Unconscious characters are out for the duration, completely unaware of the events taking place around them. Like paralyzed characters, unconscious characters are completely defenseless, and will likely take double damage if they're hit. A whiff of smelling salts will often awaken an unconscious teammate.

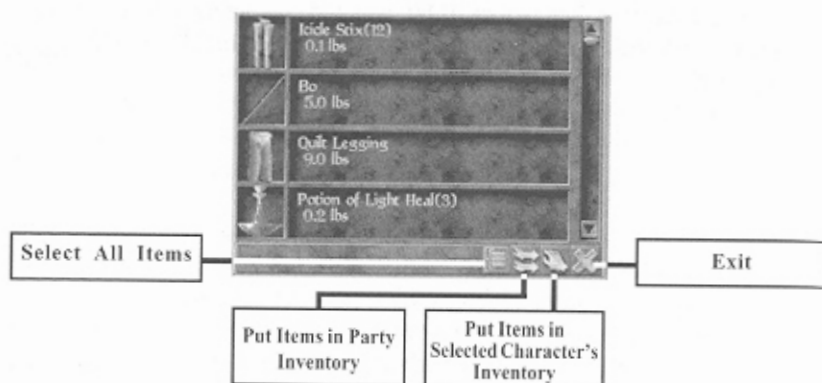


Webbed: Webbed characters have become ensnared in thick, sticky bindings. The webbing causes them to become defenseless and far less dexterous than before. If hit, webbed characters will take more damage than normal. Strong characters may be able to break out of their bindings early.

Chests, Locks, and Traps

Treasure Chests

During your travels, you will occasionally discover chests bulging with treasure. Once you've opened a treasure chest (not always an easy feat, as we will see), you'll find out what loot it contains. Any gold you find will be automatically put in the party's coffers. If you find items, they will be shown on a screen like the one below:



Click on the items you want to select them. (Right click on an item to find out what your characters know about that item.) Once you've selected the items you want, you can then either give them to a particular character or dump them all into the party inventory pool.

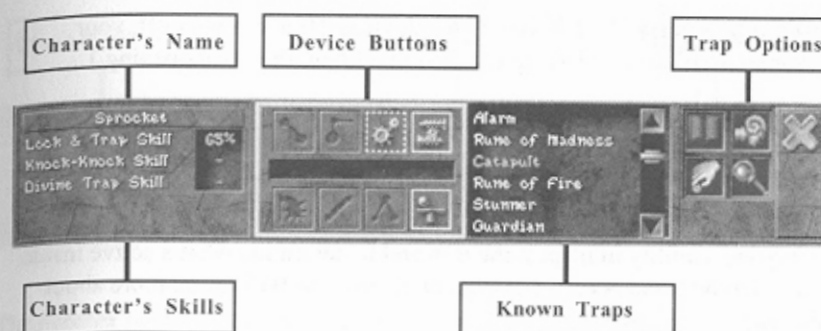
There's just one catch with treasure chests. Usually, they're trapped.

Traps

Traps were invented because most people don't want their valuables taken by the first ragged band of vagrants that comes along. Traps are made up of several different devious devices assembled in such a way that any unwelcome busybody who tries to open the chest will pay the price. Those studied in the Locks and Traps skill, though, can recognize these devices, and possibly even disarm them.

When you click on a trapped treasure chest, the traps interface appears. All traps are made up of up to eight different devices. Different combinations of devices produce different traps. To see which device combinations make which traps, scroll through the list of Known Traps. The devices that are in that trap will appear to the left as buttons.

Chests, Locks, and Traps



Inspecting and Disarming

The question, though, is which one of those traps is attached to this particular chest? Characters skilled in Locks and Traps can often get a good idea of what a trap is by inspecting it.

To inspect a trap, first select a character with a good Locks and Traps skill. (The selected character and his or her Locks and Traps skill appear on the left of the traps interface.) Then click on the magnifying glass icon on the right. The selected character will try to figure out what devices are on the trap. Inspecting can be a dangerous process, and sometimes the trap will be activated merely by inspecting it. When the character is done inspecting a trap, you'll see colored boxes appear around some of the devices. This represents what your character has learned about a trap

- **Green:** A green box around the device means that the character believes this device definitely is part of the trap.
- **Yellow:** A dashed yellow box around the device means the character isn't sure whether this device is there or not
- **Red:** A red box around the device means that it is definitely *not* part of the trap.

Once you've inspected the trap, scroll through the list of traps to find the trap that best matches what your character has reported. When you find a good match, you're ready to attempt to disarm the trap.

To disarm the trap, click on the buttons for the devices you believe are part of the trap. If you click on a device that isn't really part of the trap, the trap will detonate in your face. Skill also plays a part, so be sure to use your most skilled character. An unskilled character may still detonate the trap,

Chests, Locks, and Traps

even if he's correctly deduced all the devices. (If a trap goes off, your troubles aren't over. The trap may rearm without the chest opening.)

Traps and Magic

Magic also comes in handy when you are dealing with a trap. The Divine Trap spell, a magical mental probe of the trap's gizmos, greatly enhances everyone's ability to inspect the trap and to determine what's active inside. After Divine Trap is cast, subsequent inspections will reveal more about the trap.

The Knock-Knock spell works more directly. By magically neutralizing the trap attached to it, Knock-Knock attempts to disarm the devices directly. You don't even need to know what the trap's name is! However, if the Knock-Knock spell fails, the trap may be detonated.

To cast either of these spells, select a character who knows the spell, then click on the spellbook in the traps interface.

Some magic items can also cast the Knock-Knock or Divine Trap spells. If you've found one of these items and want to use it on the trap, click on the hand icon in the traps interface.

Forcing Traps

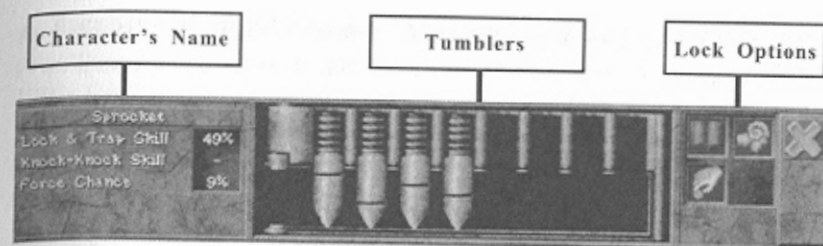
If all else fails, you can also attempt to force the chest open using brute force. To try to force the chest, select a character with high strength, and then click on the battering ram icon in the traps interface. Of course, if you try to force a chest, the trap will *always* go off, so force chests only as a last resort.

Locks

Traps aren't the only obstacles you'll face during your quest. Many of the doors you'll come across will be locked. When you click on a locked door or chest, the lock interface will appear and display the lock you're dealing with. Simple locks have only two tumblers, and can be easily mastered. More complex locks can have up to eight tumblers, and require more skill to open.

You can get past a lock by picking it, using magic, or bashing it open with brute force. Different characters have different abilities. To see if a character in your party is suited to opening a lock, click on that character. The selected character's name will appear in the lock interface, along with his chances for opening that lock.

Chests, Locks, and Traps



The number next to "Lock & Trap Skill" shows just that, while the number next to "Knock-Knock Skill" shows the character's Earth magic skill—but only if he knows the Knock-Knock spell. "Force Chance" tells you how likely that character is to open the lock using brute force.

Picking Locks

To pick a lock, you need to lift all of its tumblers. First, select a character with a good Locks and Traps skill. Next, click on one of the tumblers to lift it.

Lifting one tumbler is easy. The tricky part is lifting additional tumblers without letting the first one fall. The higher your character's Locks and Traps skill, the easier it is to lift a tumbler without causing the other tumblers to fall. The lock will open when all the tumblers are in the up position.

The Knock-Knock Spell

If your character knows the Knock-Knock spell, click on the spellbook icon to cast it. Knock-Knock will magically open several tumblers and hold those tumblers open, with the number of tumblers affected depending on the power level.

There's not much point in having one character cast Knock-Knock several times on the same lock. When a character casts Knock-Knock on a lock that he or she has already cast Knock-Knock on, the lock is reset and the benefit of the previous spell is lost. The tumblers are kept open by the spellcaster's concentration, and casting a new spell breaks the spellcaster's train of thought.

However, if you have two *different* spellcasters cast Knock-Knock on the same lock, their combined spells will open more pins than an individual Knock-Knock spell would. You can also combine Knock-Knock with lock picking. Tell your spellcaster to cast Knock-Knock on the lock, and then

Chests, Locks, and Traps

have a character with a good Locks and Traps skill lift any pins the spell missed.

If you find a magic item that casts the Knock-Knock spell, you can invoke that item to try to open the lock. Click on the hand item in the lock interface to use the item.

Forcing Locks

If neither skill nor magic will do the trick, you can always use sheer musclepower. To try to force a door open, select your strongest character, then click on the battering ram icon in lock interface. The character will attempt to knock the door down. Naturally, this burns up quite a bit of energy, so the character will lose a hefty amount of stamina. If a character doesn't have enough stamina to even try to force a door, the battering ram icon is grayed out.

Meeting NPCs

As you explore the world of Dominus, you'll eventually meet the locals. (You'll meet some not-so-locals, too.) These Non-Player Characters (or *NPCs* for short) can be valuable sources of information, items, and quests. Some will even join you on your quest. NPCs have their own personalities, thoughts, strengths, and weaknesses just as you do, so you'll need to learn how to deal with them. Treat them well, and NPCs can become loyal friends. Treat them poorly, and they'll become staunch enemies.

First Impressions

You can attempt to speak to any creature you meet. Move close to the creature, and then move the cursor over him/her/it. If a pair of lips appears on the cursor, you can speak to the creature by clicking on it. (If the lips *don't* appear, move closer.)

Of course, some dim-witted or antisocial creatures may not respond. Other creatures may not have much to say. And there are plenty of monsters that will respond to your cheerful greeting by trying to rip your throat out. When you find someone with a lot on his mind, though, the NPC interface will appear and a conversation will begin.



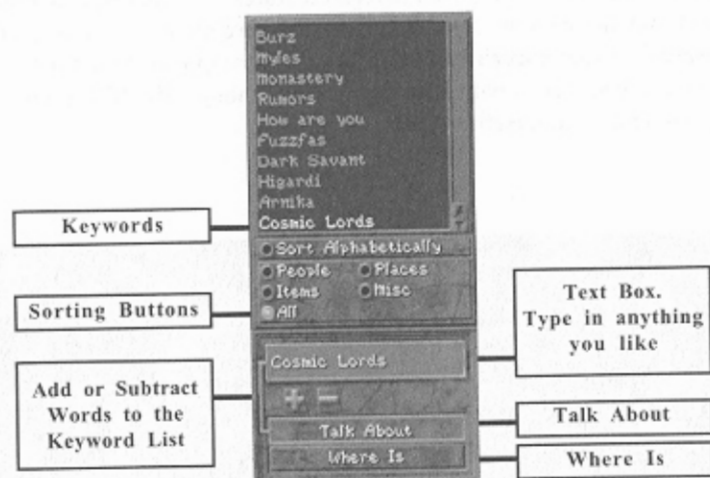
Meeting NPCs

Talking to Friendly NPCs

Some NPCs you encounter will be friendly toward you and be willing to talk you immediately. Others may need some persuading first. (See "Neutral NPCs" below to find out how to deal with these stubborn individuals.)

Friendly NPCs are generally quite talkative. They're also usually quite knowledgeable about the area, its lore and its creatures. If you ask the right questions, you can learn all sorts of things that will help you in your quests.

Wizardry 8 gives you two different ways to talk to an NPC. You can either select a keyword from the keyword list or you can type in any question you like.



The Keyword List

As you talk to NPCs, certain words they mention will be automatically added to the keyword list on the right. If you click on one of those keywords, the word will be copied into the Text Box. Once the word is in the Text Box, click on the Talk About button if you want to ask about the subject in general, or click on the Where Is button if you're specifically interested in its location.

You can also just double click on a keyword, and you'll *immediately* ask the NPC to Talk About that subject. Better yet, you aren't restricted to

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keywords in the keyword list. You can also click on any word in a NPC's conversation in the conversation window. Suppose the NPC just said, "I really hate the Dark Savant" and you want to ask him about this Savant fellow. Just double click on the word "Savant" in the conversation window, and the NPC will respond.

Tip: Suppose you want to ask the NPC about a specific word *combination*, like "Dark Savant" (to distinguish this particular Savant from any Red, Yellow, or Shocking Green ones that might also be wandering around.) First, click once on "Dark" to add it to the Text Box. Then hold down the SHIFT key and click on "Savant," and you'll have the full phrase "Dark Savant" in your Text Box.

Adding, Removing, and Sorting Keywords

You can add words to the keyword list by highlighting them in the conversation window and clicking on the "+" sign. You can also add words to the list by entering them in the text box and clicking the "+" sign.

If your keyword list becomes long and unmanageable, you may want to delete some keywords. Just click on the word in the keyword list and click on the "-" key to remove the word. You can also cut down on the clutter by using the Sorting Buttons to display only the subject categories you're interested in—only people, say, or only places.

After you've had a few conversations, you'll notice *Wizardry 8*'s keyword list is color-coded for your convenience. *Brown* keywords are words that you've asked someone about before. *Green* keywords are recent additions that you haven't asked anyone about yet. The active, selected keyword is shown in *yellow*.

The Text Box

Keywords are a quick, handy way to chat with NPC. Often, though, you'll want to go into more detail and ask about things that doesn't appear on the keyword list. There's an easy way to do just that. Click on the text box, type in anything your heart desires, and then press ENTER. (You can also use the "Talk About" or "Where Is" buttons, as above.)

NPCs usually know about a wide variety of things. Good topics of conversation include:

- The city or area you happen to be in.
- Rumors they may have heard.

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- Other races you've encountered (the Rapax, the Higardi, etc.)
- Objects that you're looking for.
- The quest you're on.

The NPC Options Buttons

To the left of the NPC interface, you'll notice the NPC Options buttons. These allow you to interact with the NPC in ways other than just talking. The six NPC Options are: Trade, Magic, Attack, Pickpocket, Recruit and Leave.



Trade

Everyone wants to make a bit of money, and NPCs are no exception. Shopkeepers are the most likely to want to trade with you, but occasionally you'll find that other NPCs are running their own mini-garage sale on the side. When you select Trade, the Trade Options will appear.



There are four trade options.

- **Buy:** Selecting Buy, you'll see a list of items the NPC has to offer. Scroll through the list to see what the NPC has to offer. When you've found something you like, click on it to select it. It will highlight blue and it will appear in the active window on the left. To complete the purchase, click "Buy" in the active item window. The NPC will gratefully hand over the item, and its price will be removed from your total Party Gold. Regrettably, any items in red are out of your price range. (Those of you who are low on morals and high on adventure will be pleased to note we've also included "shoplift" as an option.)
- **Sell:** Selecting Sell, a list of items will appear in the Inventory Window. You can choose to show either "PC Items," items belonging only to the currently selected character, or "Party Items," all the items within the party pool. Alongside each item is

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the price the NPC is willing to pay you for it. To sell an item, just click on the item, and it will show in the active item window. To complete the sale, click "Sell" in the active item window.

- **Give:** Give allows you to offer the NPC one of your items out of the goodness of your heart. Why would you just give an NPC an item? To get on his good side for starters. Often, the NPC will have asked you to retrieve the item for him. Or, you may just be trying to butter him. Nothing warms the heart like a gift (or a Fireball in the chest, but that's not what we're talking about here now, is it?). Giving an item to an NPC may make him think more highly of you. This is useful if, say, you're thinking of robbing him blind.
- **Shoplift:** This is similar to "Buy," but without the pesky exchange of money. Shoplift allows you to relieve an NPC of an item that you figure he'd be better off without anyway. Select the item you'd like to take, and then click on "Shoplift" in the active item window. Shoplifting is not without its risks, however. There is a chance that you'll be caught, and if you're caught, the shopkeeper will *not* be happy. Larger, more expensive items are more difficult to shoplift. Naturally, Rogues are most skilled at getting a five-finger discount.

Item Sort Buttons

You can sort the items shown by the using the sort bar below the trade options panel. It works just like the sort bar in your character's inventory.

Buying In Bulk

If you want to buy more than one of an item, or if you want to buy less than the bundle the NPC is currently offering, click on the Quantity button in the Active Window. This allows you to increase or reduce the number of items purchased.

Magic

While encountering an NPC, there are two different magical spells that might help you out: Charm and Mindread. The Magic button allows you to cast these spells, if you're properly set up to do so. First, select one of your characters who knows the spell you want to cast, or who has an item that casts that spell. Then click on the Charm, Mindread, or Use Item buttons.

- **Charm:** Charm makes the NPC think a little better of you. He might even forget that time you tried to rip him off. Charm is also useful for neutral NPCs who might not talk to the party otherwise.

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- **Mindread:** Reads the unspoken thoughts on an NPC's mind. Who knows what they're thinking? To find out, select Mindread.
- **Use:** Allows you to invoke any items you have that can cast Mindread or Charm.

Attack

If, for some reason, you decide to smack a NPC rather than speak to him, select Attack. You'll enter combat mode and be given the chance to target the unfortunate NPC. Remember:

- *Once you kill a NPC, that NPC is gone for good along with any clues, quests, or items he or she may have given you.* You will still be able to win the game, but you'll miss out on some of the goodies.
- Your random homicidal urges will not be appreciated by the NPC's friends. They will likely hunt you down and kill you.
- Many NPCs are tough, and even the ones who aren't might call for the guards. Sending your level 3 fighter after, say, Antone Rapax can be summed up in a word: suicide.

Pickpocket

Okay, so it's not the moral high road, but frankly, you need some extra cash. You decide that you're going to pickpocket the next guy you come across. To do so, select Pickpocket and make sure you have a skilled character selected and ready to do the job. The character will attempt to pilfer the NPC of some gold or perhaps a bigger item. Of course, you may not get away with it at all. If you're caught, the NPC will no doubt think less of you and may even attack.

Recruit

Some NPCs might be willing to join your party for a while. Click "Recruit" to ask them if they'd like to come along. If the NPC is willing to join your party, he or she will do so right away. If not, they'll politely thank you for the invite (or just laugh in your face.) Other NPCs might join you under special conditions, such as when you get a bit of experience under your belt or when you've been able to solve a problem that's keeping them close to home.

When NPCs join your party, they become RPCs (Recruitable Player Characters.) RPCs are full-fledged, card-carrying members of your party, but there are few things to keep in mind:

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- RPCs aren't your slaves. They may leave your party whenever they wish. (They'll give you your items back before they leave, though.) RPCs become especially upset if you attack their friends.
- RPCs are generally happy to share their gear with the rest of the party. However, they may have a personal item or two that they refuse to part with.
- RPCs generally know lots about areas you might be entering, so they're often good to have along as guides.
- At most, you can have two RPCs in your party at any one time. If you already have two and want to recruit another, you'll have to dismiss one first. To dismiss a RPC, open his inventory screen and then click the door icon on his portrait.
- If a RPC dies while in your party and you dismiss the corpse, that RPC is *gone for good*.

Neutral NPCs

Neutral NPCs are those who, for reasons of their own, don't feel like talking to your party at the present time. They might be upset with you, or perhaps they just don't know you very well. When you encounter a neutral NPC, you'll see the choices below:



Aside from the Attack and Leave, your party has four basic options:

- **Threaten:** Your party tries to look as tough as possible and tells the NPC to talk ... or else. Some NPCs will give in to threats. Others will be less receptive. A NPC might even attack you for your impertinence.
- **Friendly:** "Listen, I know you don't know us, but if you'll just hear me out..." A friendly approach lets the NPC know that you just want to be friends. Characters skilled in the Communications have a much better chance of coming across as sincere.
- **Offer:** "As a token of my sincerity, please accept this gift." Giving an NPC an item or some gold thaws them out a bit. After all, wouldn't you be more likely to chat with someone after they've given you twenty bucks?

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- **Magic:** This option allows you to cast a Mindread or a Charm spell on the NPC. See the Magic option earlier in this section for further information.

The Races of Dominus

Many different types of intelligent creatures can be found on Dominus. Some of these races call Dominus home, while others are, like yourself, visitors from distant worlds. Each race has its own goals and ambitions. Some will help you, while others will attempt to destroy you. Here, then, is a brief guide to the different races you may encounter during your travels.

The Natives

The Higardi

Natives of Dominus, the Higardi are an intelligent, kind and tolerant people. Both technologically advanced and highly spiritual, the Higardi revere the Cosmic Lords and have planned for the Ascension for millennia. Unfortunately, things aren't working out as originally planned. The arrival of the Dark Savant on Dominus has thrown Arnika, the Higardi capital, into chaos. Those who haven't fled fight desperately against the Dark Savant's troops in the city streets. To make matters worse, the Destinae Dominus, a holy object the Higardi require for the Ascension, was stolen many years ago. To this day, the Higardi have not been able to recover this sacred relic.

The Trynnie

The small, chattering Trynnie live high in the trees in a forest southeast of Arnika. Not the brightest bulbs on the old Christmas tree, the Trynnie are nonetheless highly skilled hunters. The Trynnies' close contact with nature has made them expert alchemists, and their potions are sought after throughout Dominus. They are generally peaceful, friendly creatures, but their tendency to walk off with any item that catches their eye has made them less than welcome in most cities. The Trynnie are the sworn enemy of the Rapax, a fearsome race that hunts them for sport and for food.

The Rapax

Hated and feared by all the other inhabitants of Dominus, the Rapax are master fighters and swordsmiths. Concerned only with their own pleasure and power, the Rapax view the other races of Dominus as obstacles to be eliminated or sources of revenue yet to be tapped. The Rapax fear only one

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thing: Al-Sedexus, their demon goddess. Rumors of the imminent Ascension have spurred the Rapax to prepare for war against their neighbors.

The Visitors

The Umpani

The Umpani have built a galaxy-wide empire on a foundation of strict military discipline and rapid expansion. They are considered to be fair, reliable traders throughout the galaxy. They are also considered to have perhaps the most impressive military force ever assembled. The Umpani are bitter enemies of both the spider-like T'Rang and the Dark Savant. Having lost their leader, General Yamo, to the T'Rang in a bloody battle some years before, they are bent on revenge. The Umpani sent an expeditionary force to Dominus the moment they heard rumors of the impending Ascension. Their mission: guarantee that the Umpani would be the first to reach the Cosmic Circle. The Umpani have established their camp in a series of mountain caves known locally as Mt. Gigas.

The T'Rang

Masters of a vast interplanetary empire that dwarfs even the Umpani's, the T'Rang have already established a base on Dominus beneath Marten's Bluff. Recent events have caused great changes in the T'Rang empire. Years ago, the Dark Savant enlisted the T'Rang to find a device known as the Astral Dominae, with the promise that they would share the device with the dark lord. However, the Savant broke their pact and absconded with the device. In the months that followed



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this expensive, humiliating betrayal, the T'Rang rebelled. The old and corrupt were forced out, bringing a younger and more open generation of T'Rang into positions of power. Although no one is certain what brings the T'Rang to Dominus or what their intentions are, many suspect their long-standing feuds with the Dark Savant and Umpani to be their primary motivations. It is also quite possible they have heard news of the Ascension, although no one has been able to confirm that.

The Rattkin

Spotted on Dominus only days before your party arrived, the locals have little knowledge of these rat-like creatures. The T'Rang and the Umpani, however, know the Rattkin only too well. The Rattkin played a key role in the three-way war for the Astral Dominae, a war that the Umpani and T'Rang lost to the Dark Savant. Primarily a race of thieves and assassins, the Rattkin are known for pilfering objects and selling them for an absurd profit. Why the Rattkin have come to Dominus is a mystery, as is how this low-tech race managed to get to the planet in the first place.

The Mook

The peaceful, curious Mook are more interested in science and research than galactic politics. They traveled to the world of Dominus to investigate a strange local legend of men ascending to become gods. Much to their surprise, they have become entangled in a vast struggle with powerful forces seeking the same knowledge. While Mook normally avoid battle, they are formidable opponents, combining massive strength with superior intelligence. With the permission of the Higardi, the Mook have set up a base in an abandoned building in Arnika.

The Dark Savant

Little is known of the Dark Savant. He is feared throughout the universe as a merciless, driven conqueror who has roamed the galaxy for countless centuries. Having obtained a magical device known as the Astral Dominae after a mighty struggle with the Umpani and the T'Rang, the Dark Savant immediately headed for Dominus. There, he deployed his powerful biomechanical army (believed to have been created with the Astral Dominae) to terrorize the inhabitants into doing his bidding. The Savant's precise goals are unclear, but he has sworn to destroy anyone who attempts to Ascend.

Combat

Ignoring your repeated requests to negotiate, the creature snarls and turns to attack. Your fighter brandishes his broadsword. The ranger carefully nocks an arrow. In the back, the mage begins to mutter mystic words of power. When talk fails, combat begins.



How To Fight

The world of Dominus is home to any number of hostile creatures, so battles are common. You'll need to master the ways of combat if you hope to accomplish your quest. There are four basic steps to fighting:

- 1) You tell your characters what to do in the next combat round. However, none of your orders are executed until . . .
- 2) You click on the check mark at the bottom right to begin the combat round (unless you're in Continuous Combat mode—see "Continuous Combat" below.)
- 3) The party then begins to execute your orders. Your characters act based on their initiative, which is another way of saying that faster characters usually act first. Meanwhile, the monsters are taking their own actions, most of which involve causing you pain in a variety of gruesome ways. This continues until all creatures have acted, at which point . . .
- 4) The round ends. Your party members typically remember their last actions, so you can repeat what you did in the last round just by clicking on the check mark again. You can also give everyone new orders, if you like. **Exception:** Spells *must* be retargeted every

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round. **Exception to the exception:** Single target spells like Energy Blast will automatically retarget *if* you have the "Autotarget Single-Target Spells" option turned on.

Repeat this process until either a) you win the glorious victory you so richly deserve, or b) the monsters shred you into nice little bite-sized morsels, suitable for dipping. One important thing to note before you leap into the fray: there are no do-overs in the heat of battle, so *you cannot save the game during combat*.

Giving Combat Commands

You can tell a character what to do in the next combat round in two different ways. You can either 1) select the character and then click on one of the combat icons at the bottom of the screen, or 2) click on the character's action icon to bring up that character's icon panel.

The combat icons replace the normal command icons along the bottom of the screen. From left to right, the combat icons are:

Use/Equip



Sometimes you want your character to use a special item or change their equipment. Click on the icon to bring up two further choices: Use and Equip.



Use: The Use command allows a character to use potions, magic items, and other gear in his personal inventory during combat. Bards and Gadgeteers rely heavily on the Use command to invoke the special powers of their instruments and gadgets. A character can only Use items in his personal inventory, and must wait until his turn to come up to use the item.



Equip: Sometimes, you just dress wrong. You may be wearing a very stylish Helm of Water Resistance, for example, when a fiery Scorching rains—or rather, breathes—on your parade. Equip allows you to remove your singed Helm and replace it with a more appropriate Fireproof Visor from your inventory.

Note that the character won't equip the item the instant you select the Equip command; instead, you must wait until the end of the combat round.

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Magic



If the selected character can cast spells, you can click on the spellbook to cast a magic spell in combat. See the Magic section for the full details.

EndCombat



The dove icon ends combat and returns to real-time adventuring mode. It is only available when you're in combat mode but no hostile monsters are nearby.

Defend



If you want the selected character to take a defensive action, click on the shield icon. Two defensive actions will appear, Defend and Protect.



Defend: If you choose Defend, the character will spend the entire round trying to avoid damage instead of attacking. If he makes it through the round without being hit, the defending character regains some stamina. Note that characters will *automatically* defend during a round if they don't have a valid action.



Protect: Protect allows a character to attempt to protect a teammate during the combat round. Select Protect, then click on the teammate you want this character to defend. The protector will attempt to block any attack on the protectee—and take the damage if he's hit. Note that the protector must be in a quadrant adjacent to the protectee.

Attack



If you want the character to attack a specific monster, click on the sword icon to attack using the character's currently equipped weapon(s). Click on the sword icon, then on the attack type, and then on the monster you wish to attack. Tip: If you want everyone in the party to attack the same monster, hold down the SHIFT key and click on the monster. Everyone who can will target that creature.

You don't need to bother with this for ordinary attacks, though. If there's a target in range, *Wizardry 8* will *automatically* select a target for the character to attack. A colored, triangle-shaped chevron appears over the

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targeted monster. The color of the chevron matches the color of the character making the attack. (If the character's target should happen to die before he gets to attack during the combat round, the character will typically pick a new target automatically.) If there are targets in range, *Wizardry* will continue to automatically select new targets for that character even after the first target dies.

You can always override the autotargeting by selecting a new target or attack mode by hand. If you want to attack something other than the automatically selected target, just click on the creature you wish to hack. If the creature is in range, it will highlight green and the attack chevron will appear over its head. If the creature is out of range, it will highlight red instead.

Some characters have special abilities they can use to attack the enemy. For example, Priests can turn undead, and Dracons can breathe acid. Icons for these special attacks appear when you click on the sword Attack icon.

Attack Ranges: If the attack icon is red, it means that character can't attack any creature with his currently equipped weapon. If he's using a missile weapon like a bow or a sling, he may be out of ammunition. Another possible reason is that all the monsters may be *out of range* of his weapon. A dagger or a short sword can only reach a short way, while an arrow can hit an enemy at a great distance. There are four weapon ranges in *Wizardry*: Close, Extended, Thrown, and Long. Here are some examples of weapons and their ranges:

Range Type	Weapon Examples
Close	Daggers, maces, most swords
Extended	Spears, lances, whips, most staffs
Thrown	Sling stones, throwing knives, bombs, cone spells
Long	Arrows, guns, some spells

To find out whether a specific monster is in range, just right click on the monster to bring up the monster information panel.

Party Movement



Whether it's a crushing charge or a strategic retreat, movement is a vital tactic on the battlefield. Click on the party movement button to initiate a movement plan. Two types of party movement are available, walking and running. You can move further by running, but your party members will lose stamina, and the

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monsters have a better chance of hitting you while you run.

You can't just scramble off willy-nilly, however. Party movement is subject to a few simple rules:

- 1) **The party moves as a group.** Your cowardly bard might want to abandon the others and set off on his own, but your highly disciplined group always moves as a team.
- 2) **It takes some time to get moving.** You can't dash off the instant you click on the Party Movement icon. The party must wait until its turn comes up in the combat round. (The detail freaks out there—you know who you are—will want to know that Party Movement uses the initiative of the *slowest* party member to determine when the party moves.)
- 3) **Party movement may cancel individual actions.** Characters can walk a short distance and also attack in the same round. However, if you walk too far, some or all of your characters will lose their attacks for that round. Also, if you run, your characters are more likely to lose their actions than if they walk. Moving is therefore a calculated risk.

After you select party movement, a horizontal bar reading "Walk [or Run] Pending" appears in the center of the screen. Click on the check mark to begin the round. When it's time for the party to move, the bar will turn blue.

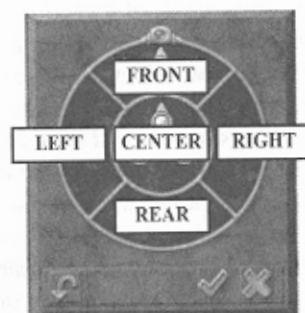
To move, just use the arrow keys to navigate as you normally would. The movement bar will fall as you progress. If don't want to move the entire distance allowed, click on the "X" icon on the movement bar to stop early. Monsters may swing at you for extra damage while you're moving, so watch out!

Tip: Sometimes the party will find itself facing the wrong way during combat. Suppose the monsters ambush you from behind, for instance. The creatures may be gnawing on your mage in the rear ranks, but your fighter can't hit the bad guys because he's in the front. The solution to the problem is to select party movement. When it comes time to move, just rotate the party so the fighter is facing the monsters and your mage is safely out of the creatures' reach.

Party Formation



Click on the party formation icon to bring up the Party Formation Editor, which controls where your characters stand during combat. The party formation is divided into six sectors: front, center, rear, left, and right. Up to three characters can stand in any given sector at once.



You begin the game with your characters in the classic *Wizardry* formation, with three characters in front and three characters in the center.

You can rearrange your party by clicking on the color-coded markers which represent your characters. If you move your cursor over a marker, that character will become selected. Click and hold on a marker to pick up that character. Release the mouse button with the character on a different sector to move the character to that sector.

The formation change usually happens immediately after you click on the checkmark on the Formation Editor. However, things work a little differently if you change formation in the heat of combat. In combat, formation changes occur *at the end of the combat round*. A character can both attack and change formation during the same combat round. Also, changes made to the formation are temporary: after the battle ends, characters return to the formation they were using before the fight started.

Tips on Formation: The Formation Editor opens up an entire world of tactical possibilities. Here are a few tips to help you get the most out of your combat formation.

1) Having teammates between a character and the monsters helps protect the character. Suppose Mike the Mage is in the center, while his teammate Bob the Barbarian is in the front. Suddenly, a

pack of bandits armed with daggers appears directly in front of the party.

Since Bob is between Mike and the bandits, Mike is safe from the close-range attack of the bandits' daggers—he can just cower behind the protection of Bob's bulging biceps. However, the reverse is true as well. Mike can't use his own short dagger to attack the bandits, because Bob is in the way. Mike would have to use a weapon with a longer range, such as a quarterstaff.

2) Danger can come at you from all sides. Having three fighters in front and three spellcasters in the center might seem like a nice, safe formation . . . until someone attacks you from the sides.

For example, suppose the bandits ambushed the party from the left side instead of appearing in front. Now there's nothing but empty air between Mike and the bandits. This allows the bandits to dash in and carve up Mike like a Thanksgiving turkey. (Fortunately, Mike can now attack back with his dagger—if he survives.)

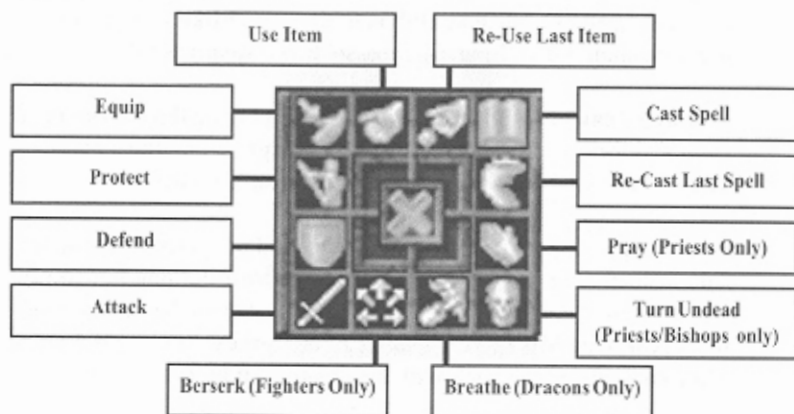
It generally pays to keep characters with extended weapons like spears on the left and right flanks. That way they can protect the spellcasters in the center, and still hit monsters in front as well.

3) The formation diagram shows which direction your characters are facing. Your characters will automatically turn to face the enemy during combat. A quick glance at the formation diagram will show you who's facing what direction. Normally, you don't have to worry about facing, but if you want to change a character's facing for some reason—because he's being repeatedly stabbed from behind, say—tell the character to attack a monster in the direction you want him to face.

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The Command Icon Panel

The Command Icon Panel is a quick and easy way to give a combat command to a particular character. Next to the character's portrait is that character's action icon, representing what he or she is going to do this combat round. Click on the action icon to bring up the Command Icon Panel.



The Command Icon Panel allows you to issue individual combat commands such as Attack, Defend, Protect, Use Item, and Cast Spell. It also allows characters to use special race-or-profession-based abilities such as Pray, Turn Undead, Breathe and Berserk.

In addition, there are two special combat commands that are *only* available in the Command Icon Panel: Re-Use Last Item and Re-Cast Last Spell.

Re-Use Last Item

Re-Use Last Item is quite handy when you want a Bard to play an instrument again, or if you need to drink two healing potions in a row. After using an item, just select this icon to use an item again. (This command is not available if you haven't used an item before or if you've run out of the item—e.g., you've quaffed all your healing potions.)

Re-Cast Last Spell

If your mage's first Fireball didn't wipe out the enemy, select Re-Cast Last Spell to try again. Your spellcaster will cast the spell again at the same target and at the same power level, if possible. If you don't have enough spell points to re-cast the spell at the same power level, the character will still re-cast, but at a lower power level.

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Continuous Combat

There are two combat modes in *Wizardry 8*. The first is phased combat—you give your orders, then click on the check mark to begin the next combat round. The second mode is continuous combat. In continuous combat, *Wizardry* will start the next combat round *on its own*, without waiting for you to click on the check mark.

Once in continuous combat, rounds will continue to progress until combat ends and the monsters (or, perish the thought, the party members) are all dead. Since your characters will continue to target opponents automatically, you can devote your precious time to plotting your grand strategy instead of micromanagement. However, a few things work differently in continuous combat, and it pays to understand the differences.

Tip: A major difference between continuous combat and phased combat is that in continuous you can give a character a new command in the *middle* of a combat round. For example, suppose your Lord is currently attacking with his sword. If you give him a command to cast a spell, that's what he'll do in the next round. However, the Lord might be right smack in the middle of his turn—for example, he might be able to attack three times a turn, and you told him to cast a spell after he's taken the first of his three attacks. Here's what happens in a situation like this:

- The Lord's action icon turns into a darkened spellcasting icon.
- The Lord will swing his sword two more times to finish off the current round.
- The Lord will cast his spell in the next round.

Entering Continuous Combat

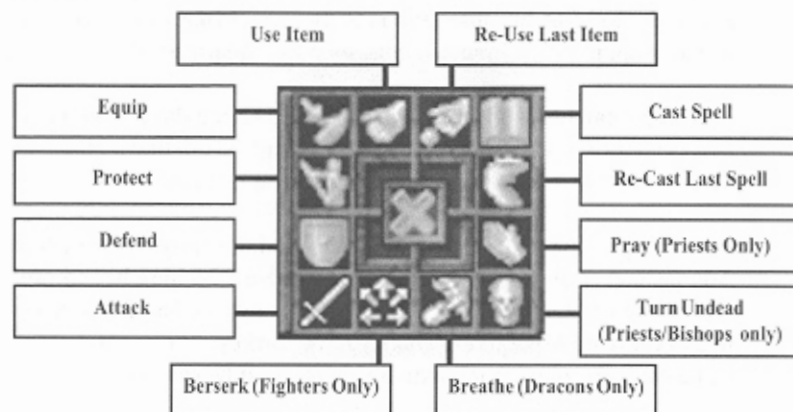
Once combat starts, you can enter continuous combat by right clicking on the check mark in the lower corner. When you've entered continuous combat mode, the check mark icon will turn into a red stop sign. (If you right click on the check mark in the middle of a combat round, the icon will show two interlocking arrows instead. This indicates that you'll change combat modes at the end of the current round.)

To switch back from continuous combat to phased combat, right click on the stop sign icon. You'll return to phased combat at the end of the current combat round.

Combat

The Command Icon Panel

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Re-Use Last Item is quite handy when you want a Bard to play an instrument again, or if you need to drink two healing potions in a row. After using an item, just select this icon to use an item again. (This command is not available if you haven't used an item before or if you've run out of the item—e.g., you've quaffed all your healing potions.)

Re-Cast Last Spell

If your mage's first Fireball didn't wipe out the enemy, select Re-Cast Last Spell to try again. Your spellcaster will cast the spell again at the same target and at the same power level, if possible. If you don't have enough spell points to re-cast the spell at the same power level, the character will still re-cast, *but at a lower power level.*

Combat

Continuous Combat

There are two combat modes in *Wizardry 8*. The first is phased combat—you give your orders, then click on the check mark to begin the next combat round. The second mode is continuous combat. In continuous combat, *Wizardry* will start the next combat round *on its own*, without waiting for you to click on the check mark.

Once in continuous combat, rounds will continue to progress until combat ends and the monsters (or, perish the thought, the party members) are all dead. Since your characters will continue to target opponents automatically, you can devote your precious time to plotting your grand strategy instead of micromanagement. However, a few things work differently in continuous combat, and it pays to understand the differences.

Tip: A major difference between continuous combat and phased combat is that in continuous you can give a character a new command in the *middle* of a combat round. For example, suppose your Lord is currently attacking with his sword. If you give him a command to cast a spell, that's what he'll do in the next round. However, the Lord might be right smack in the middle of his turn—for example, he might be able to attack three times a turn, and you told him to cast a spell after he's taken the first of his three attacks. Here's what happens in a situation like this:

- The Lord's action icon turns into a darkened spellcasting icon.
- The Lord will swing his sword two more times to finish off the current round.
- The Lord will cast his spell in the next round.

Entering Continuous Combat

Once combat starts, you can enter continuous combat by right clicking on the check mark in the lower corner. When you've entered continuous combat mode, the check mark icon will turn into a red stop sign. (If you right click on the check mark in the middle of a combat round, the icon will show two interlocking arrows instead. This indicates that you'll change combat modes at the end of the current round.)

To switch back from continuous combat to phased combat, right click on the stop sign icon. You'll return to phased combat at the end of the current combat round.

Combat

Pausing Continuous Combat

Certain actions temporarily pause continuous combat. Any action that takes you to a different screen—entering the Inventory Review Screen, opening the Options menu, and so on—will pause continuous combat, so you don't need to worry about being flogged by the monsters while adjusting the music volume.

Bringing up the spellcasting panel also pauses continuous combat. If you want to take fifteen minutes pondering whether Fireball or Iceball would be more effective, go right ahead. You'll be safe from hostile attacks while you make your decision.

You can also pause continuous combat by (of all things) pressing the PAUSE key on the keyboard. Press any key to jump back into the action.

Adjusting the Continuous Combat Speed

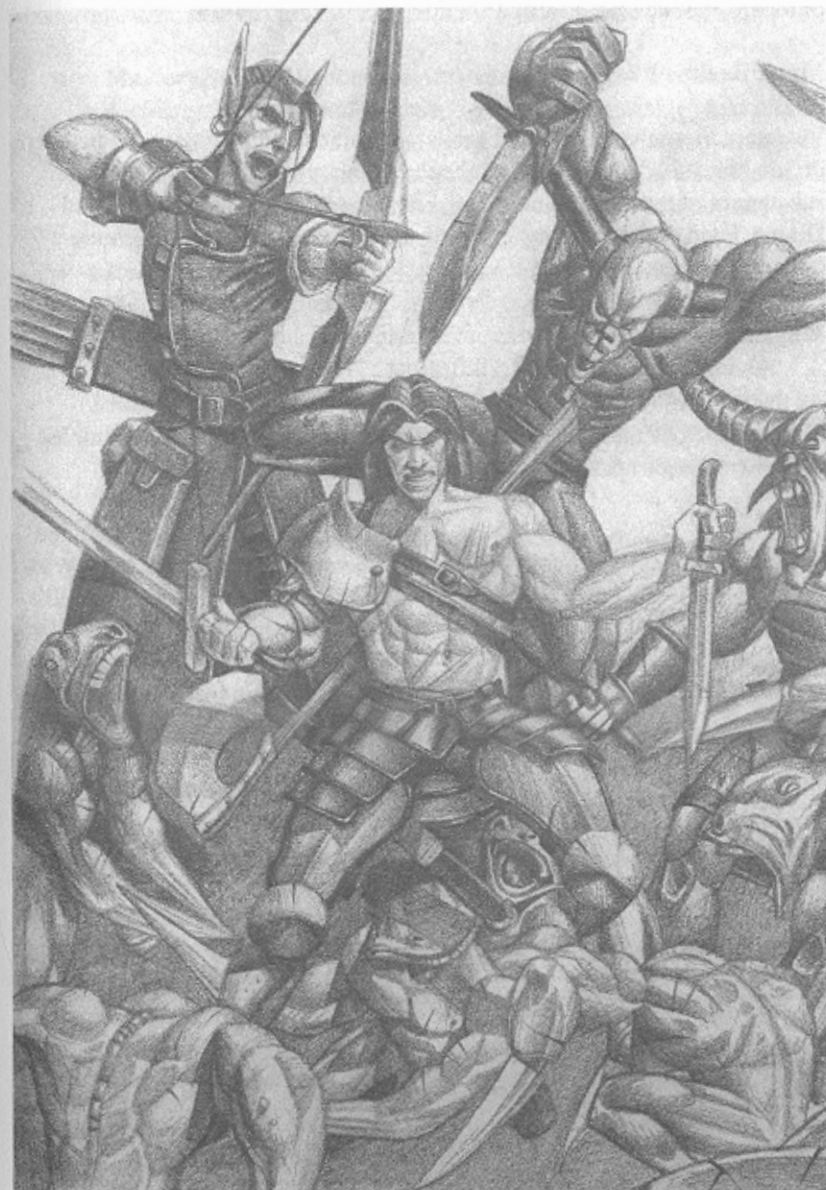
Continuous combat is perfect for speeding up easy battles you know you're going to win anyway, or for adding that little bit of extra pressure that makes the game fun. Nobody likes to be rushed, though. To change the speed of continuous combat:

- Click on the gear icon in the lower left corner to enter the Options menu.
- Click on "General."
- Adjust the "Combat Speed" slider to suit your preferences.

Party Movement in Continuous Combat

There's one important twist to party movement in continuous combat. When it comes time to move, *the movement bar will begin to drop in real time* whether you move or not. This gives you the incentive to, as they say, move it or lose it. If you take all day deciding where to move, the bar will drop to nothing and you won't be able to move at all.

Tip: Sometimes you want to move for two consecutive combat rounds. The best way to do this in continuous combat is to wait until the party is actually moving. While the party movement bar is dropping, issue a new party movement command. This way you're guaranteed to move next round. (Why do it this way? If you wait until *after* making your first party move, you may not get your second move command in before the next round starts—and if the next round starts, you'll spend that round standing still.)



Magic

In the world of *Wizardry*, magic is real, powerful, and essential. To survive your adventures, you'll need to master the mystic forces and use spells to your best advantage. The place to begin your training is with the six realms of magic and the four different spellbooks.

Magic Realms

There are more than a hundred spells you can cast in *Wizardry 8*. Spells are divided into six different *realms*. Each realm represents one of the basic substances of the magical universe: Fire, Water, Air, Earth, Mental and Divine. Each of these realms of magic draws its power from the "element" over which it presides.

Magic Spellbooks

As the study of magic evolved, four different schools of magic were formed. Each of the schools devised their own techniques and assembled their own unique spellbook of enchantments.



- **Priest Spellbook:** Priests gained the favor of the divine powers, who granted them the power cast spells to heal and protect their fellow man. Lords, Valkyries, and Bishops also learn spells from the Priest spellbook.

- **Mage Spellbook:** Mages learned to channel the very forces of the elements, creating destructive spells of unequalled power. The Samurai and Bishop learn Mage spells as well.

- **Psionic Spellbook:** Psionics looked inward, and invoked their mental powers to cast spells that both harm and heal. The devoted Monk and devout Bishop also practice this art.

- **Alchemist Spellbook:** Alchemists harnessed the powers of the natural world. Using powders, potions, and other items, Alchemists create spells out of the four elements. Rangers, Ninjas, and Bishops also follow this discipline.

Magic

Magic Skills

Each spellcaster also has skills that govern his or her spell casting prowess. Mastering these skills is essential to becoming a successful spellcaster.

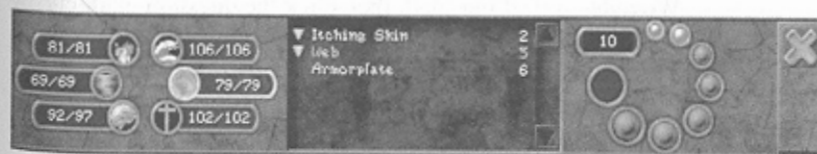
- **Mastery Skills:** The four magical mastery skills—Wizardry, Alchemy, Psionics, and Divinity—primarily determine the caster's ability to learn spells from his or her spellbook. A mage with a high Wizardry skill, for instance, would be able to learn spells much more quickly than a mage who decided to put his skill points into pole & staff instead.
- **Realm Skills:** The six realm skills are: Fire Magic, Air Magic, Mental Magic, Water Magic, Earth Magic and Divine Magic. These skills primarily determine the caster's ability to wield a particular realm's spells successfully. For instance, a character with a five skill in Fire Magic is far more likely to barbecue the party than any opposing monsters. (Can you say, "backfire?") Realm skills also affect how many Spell Points a character gets in each of the realms.

Learning Spells

Spellcasters learn more spells as they gain experience and increase in level and skill. Spells are broken down into *spell levels*. Spell level 1 spells can be learned right away, but they aren't very devastating (to anything more than a blade of grass, that is). The more potent spells are in spell level 7, but it will take much learning before your characters are ready to handle that kind of power safely.

Casting Spells

To put your spellcaster into a magical frame of mind, click on the spellbook icon. The spellcasting interface will appear, allowing you to weave a little magic.



Magic

To cast a spell:

- 1) Select a Spell
- 2) Select a Target
- 3) Choose a Power Level

Once you understand these three steps, casting spells is a snap.

1. Select a Spell

The six spell realms are shown on the left side of the spellcasting interface. Select a realm by clicking on it, and then click on the name of the specific spell you want to cast.

If a spell name is listed in *red*, it's either unavailable at the moment (e.g., you're trying to cast a damage spell like Nuclear Blast outside of combat), or you don't have enough spell points to cast the spell. (If the character can't cast the spell due to the Silenced condition, the spell name will be *orange*.) The more spell points a spellcaster has in a given realm, the more of that realm's spells he can cast. Spell points are used up when you cast spells, and can be restored by resting.

2. Select a Target

Different spells take different types of targets. When you master the basic targeting methods in *Wizardry 8* you'll be ready for anything from healing a minor bruise to causing a major earthquake.

- **Targeting Party Spells:** Certain spells, such as Bless and Enchanted Blade, affect every member of the party at once. These spells don't require any targeting at all. Just select the spell name and power level, then click on the check mark to confirm.
- **Targeting Enchantments:** To target a spell that enchants an individual party member—examples include Superman or Heal Wounds—select the spell, then click the question mark cursor on the portrait of the character you wish to enchant.
- **Targeting Individual Monsters:** To target an offensive spell that hits a single target, such as Energy Blast, click the question mark cursor on the monster you want to toast. If he's in range, the monster will highlight *green*. A targeting chevron will appear above him once he has been targeted.
- **Targeting Monster Groups:** Spells such as Terror affect entire groups of monsters. Suppose you're fighting three

Magic

slimes and four bats at the same time. To cast Terror on the bats, select the Terror spell, then click on *the group name* at the top of the 3D view. Tip: If you're casting a group spell, you can also just click on one member of the group—all other members of the group will be targeted as well.

- **Targeting Area Spells:** A spell like Fireball is aimed at a particular spot of real estate, and not directly at a monster. To target an area spell, select the spell. A 3D targeting cursor, shown as a spinning staff, will appear in the 3D view. Moving the mouse forward moves the 3D cursor away from you; moving the mouse backward brings the cursor closer. Position the 3D cursor where you want the spell to go off. (Note that you can hold down the right mouse button to make the 3D move vertically up and down.) All monsters that will be affected by the spell will be highlighted in *green*; monsters that will not be affected will be highlighted in *red* (and will, presumably, laugh at the others when your spell goes off). Click to confirm the target, or press ESC to cancel targeting. Note that monsters may move out of range of an area spell before it goes off, so plan your strategy accordingly.
- **Targeting Cone Spells:** Some spells, such as Magic Missiles, issue forth from the caster in a cone, affecting a wider and wider area the further it travels. To target a cone spell, select the spell. A blue cone will appear, representing the area affected by the spell. Move the cursor in the direction you want to cast the spell. All monsters that will be affected by the spell will be highlighted in *green*. Click to confirm the target, or press ESC to cancel targeting.
- **Targeting All-Enemy Spells:** Some exceptionally powerful spells, such as Earthquake, affect *all* enemies within spellcasting range. These spells do not require targeting.

3. Choose a Power Level

Each spell can be cast at different *power levels*. The higher the power level, the more powerful the spell—and the more spell points it costs to cast it.

To select a power level, click on one of the first seven circles on the right side of the spell casting interface. The number of spellpoints required to cast at that power level is displayed next to the circles.

Spells cast at higher power levels are much more effective and last longer, but they come with greater risks. Characters with low magic skills may

Magic

experience fizzles or backfires if they attempt to cast at too high a power level.

The colored rings around the power levels show how dangerous it is for that character to cast a particular spell. If the ring around the power level is *green*, then it's almost certainly safe to cast at that level. If the ring around the power level is *yellow*, there's some risk of a backfire or fizzle. If the ring is *red*, then you may be signing your own death warrant.

Some spells have an eighth power level. The eighth power level essentially means "do it 'til it's done." For example, casting Heal Wounds at the eighth power level will allow you to automatically recast the spell until the target is fully healed or the caster's Divine spell points are gone.

Not all spells require a power level. Certain spells, such as Identify Item and Remove Curse, *auto-calibrate*. That means the spell *automatically* picks the power level needed. Other spells, such as Resurrection and Return to Portal, have fixed spell point costs.

Once you've chosen a spell, target, and power level, you're done selecting the spell. If you're in real-time adventuring mode, the spell will be cast immediately. In combat, the character will cast the spell when his round comes up in combat. See the Combat section for more details.

The Strange Ways of Magic

Naturally, magic works very differently than things in the mundane physical world. One remarkable thing about magic is that *magic always hits its target*. So long as a target is alive, in range, and visible to the spellcaster, the spell will find its mark. Spells have even been known to pass *right through* other creatures as they eagerly sped towards their targets.

While magic always hits the target, it affects different targets in different ways. Sometimes targets *resist* a spell, suffering little or no ill effect. Certain monsters are more resistant to certain types of magic than others. Casting Fireballs at Fire Sprites, for example, isn't likely to do much more than amuse them. A Terror spell may not affect extremely intelligent monsters—or, for that matter, exceptionally stupid ones either. (It's hard to psych out a monster that's barely conscious to begin with.)

Appendix 1: Magic Spells

Appendix 1A: Spells By Spell Level

Spell Level 1

Acid Splash

Realm: Water
Cost: 2
Spellbooks: Alchemist
Target: 1 Enemy
Damage: 4/L
Duration: Instant
Description: A small spray of burning acid damages one creature.

Bless

Realm: Divine
Cost: 4
Spellbooks: Priest
Target: Allies in Radius
Damage: N/A
Duration: 2/L
Description: Magically increases the party's armor class and aids their chances of hitting their targets. Power level increases the duration of the spell but has no impact on its effectiveness.

Charm

Realm: Mental
Cost: 5
Spellbooks: Priest, Psionic
Target: 1 NPC
Damage: N/A
Duration: NPC Encounter
Description: Attempts to magically influence an NPC to be more friendly towards the party.

Energy Blast

Realm: Fire
Cost: 2
Spellbooks: Mage
Target: 1 Enemy
Damage: 4/L
Duration: Instant
Description: A jolting spark of electrical energy zaps one creature.

Frost

Realm: Water
Cost: 2
Spellbooks: Mage
Target: 1 Enemy
Damage: 4/L
Duration: Instant
Description: A chilling gust of cold damages a single creature.

Appendix 1: Magic Spells

Heal Wounds

Realm: Divine
 Cost: 3
 Spellbooks: Alchemist, Priest, Psionic
 Target: 1 Ally
 Healing: 10/L
 Duration: Instant
 Description: Magically soothes the wounds of a single character.

Itching Skin

Realm: Earth
 Cost: 2
 Spellbooks: Alchemist
 Target: Enemies in Cone
 Damage: N/A
 Duration: 1/L
 Description: An annoying irritant coats enemies in front of the caster, lessening their ability to attack and defend.

Light

Realm: Fire
 Cost: 1
 Spellbooks: Alchemist, Mage, Priest
 Target: N/A
 Damage: N/A
 Duration: 24 Hours
 Description: A small flaming ball, lasting the entire day, illuminates the area around the party. The amount of illumination provided is dependent on power level.

Make Wounds

Realm: Divine
 Cost: 2
 Spellbooks: Priest
 Target: 1 Enemy
 Damage: 4/L
 Duration: Instant
 Description: Inflicts magical damage to one opponent.

Mind Stab

Realm: Mental
 Cost: 3
 Spellbooks: Psionic
 Target: 1 Enemy
 Damage: 5/L
 Duration: 1/L
 Description: A small jolt of mental energy damages one opponent, possibly causing insanity.

Appendix 1: Magic Spells

Paralyze

Realm: Water
 Cost: 3
 Spellbooks: Priest, Psionic
 Target: 1 Enemy
 Damage: N/A
 Duration: 1/L
 Description: Disables one opponent by solidifying the life fluids. Duration of the paralysis is determined by power level.

Sleep

Realm: Air
 Cost: 3
 Spellbooks: Alchemist, Mage, Psionic
 Target: 1 Group
 Damage: N/A
 Duration: 1/L
 Description: Lulls a group of opponents into peaceful slumber, leaving them incapable of attacking or defending. The slumbering entity is likely to awaken should they take injury while sleeping.

Stamina

Realm: Water
 Cost: 2
 Spellbooks: Alchemist, Priest
 Target: 1 Ally
 Healing: 21/L
 Duration: Instant
 Description: A rejuvenating boost of energy restores a portion of stamina to a single target.

Terror

Realm: Mental
 Cost: 3
 Spellbooks: Mage, Psionic
 Target: Enemies in Group
 Damage: N/A
 Duration: 1/L
 Description: Meddles with the mental perspective of a group of creatures, causing fear, which reduces their ability to fight, or in extreme cases, may cause complete unconsciousness. Terrified opponents may cower in fear or flee in terror.

Spell Level 2

Blinding Flash

Realm: Fire
 Cost: 5
 Spellbooks: Alchemist
 Target: Enemies in Radius
 Damage: N/A
 Duration: 1/L
 Description: A blindingly bright light erupts from the targeted location and leaves affected opponents sightless and helpless.

Appendix 1: Magic Spells

Cure Lesser Condition

Realm: Water
 Cost: 4
 Spellbooks: Alchemist, Priest, Psionic
 Target: 1 Ally
 Damage: N/A
 Duration: Instant
 Description: Attempts to cure one character from any of the minor conditions of fear, sleep, blindness, nausea and irritation.

Detect Secrets

Realm: Mental
 Cost: 5
 Spellbooks: Mage, Psionic
 Target: N/A
 Damage: N/A
 Duration: 10 seconds + 20 seconds/L
 Description: Heightens the perceptions of all party members, allowing them to easily spot hidden items or things out of the ordinary. Power level increases the duration of the spell but has no impact on its effectiveness.

Divine Trap

Realm: Mental
 Cost: 4
 Spellbooks: Priest, Psionic
 Target: Lock
 Damage: N/A
 Duration: Instant
 Description: Provides a boost to the lock and traps skill, increasing the chances of identifying the trap elements and improving the results obtained when disarming the trap.

Dracon Breath

Realm: Water
 Cost: 4
 Spellbooks: Alchemist
 Target: 1 Ally
 Damage: N/A
 Duration: 1/L
 Description: Gives the target the ability to breathe a cone of blistering acidic vapor on nearby opponents. Power level increases the duration of the spell but has no impact on its effectiveness.

Enchanted Blade

Realm: Divine
 Cost: 4
 Spellbooks: Mage
 Target: Allies in Radius
 Damage: N/A
 Duration: 5 Minutes/L
 Description: Magically enhances the ability of all party members to hit their target and penetrate their opponent's armor.

Appendix 1: Magic Spells

Guardian Angel

Realm: Divine
 Cost: 4
 Spellbooks: Priest
 Target: 1 Ally
 Damage: N/A
 Duration: 3+2/L
 Description: Beckons a guardian angel to absorb the damage from any attack against the protected character. The amount of damage that is absorbed by the guardian angel is dependent on power level.

Holy Water

Realm: Water
 Cost: 5
 Spellbooks: Priest
 Target: Enemies in Radius
 Damage: 6/L
 Duration: Instant
 Description: Divine liquid sears unholy creatures of the undead and demonic varieties.

Identify Item

Realm: Mental
 Cost: 6
 Spellbooks: Priest, Psionic
 Target: Item
 Damage: N/A
 Duration: Instant
 Description: Attempts to reveal the true nature of unidentified items. Power level is automatically calibrated to the complexity of the item.

Insanity

Realm: Mental
 Cost: 5
 Spellbooks: Psionic
 Target: Enemies in Group
 Damage: N/A
 Duration: 1/L
 Description: A deranging blast of mental energy tries to make a group of creatures go insane.

Magic Missiles

Realm: Divine
 Cost: 4
 Spellbooks: Mage
 Target: Enemies In Cone
 Damage: 4/L
 Duration: Instant
 Description: Small, but powerful missiles of magical energy inflict pure damage on opponents in front of the caster.

Appendix 1: Magic Spells

Fireball

Realm: Fire
Cost: 6
Spellbooks: Mage
Target: Enemies in Radius
Damage: 5/L
Duration: Instant
Description: Blazing fireballs burn opponents within the range of the detonation spot.

Freeze Flesh

Realm: Water
Cost: 6
Spellbooks: Mage
Target: Enemies in Group
Damage: N/A
Duration: 1/L
Description: Attempts to solidly freeze a group of monsters, causing paralysis.

Hypnotic Lure

Realm: Mental
Cost: 5
Spellbooks: Psionic
Target: 3D Spot
Damage: N/A
Duration: 5
Description: A strobing light creates an enticing lure, drawing hostile opponents mindlessly towards it. It will not affect neutral or friendly entities.

Knock-Knock

Realm: Earth
Cost: 6
Spellbooks: Alchemist, Mage
Target: Lock
Damage: N/A
Duration: Instant
Description: Magically tries to hold a lock's tumblers in the open position. Number of tumblers affected is relative to the power level. A caster can only sustain one casting of the spell at a time. When cast on a trapped chest, it tries to open the chest and circumvent the trap.

Magic Screen

Realm: Divine
Cost: 6
Spellbooks: Priest
Target: Allies in Radius
Damage: N/A
Duration: 5 Minutes/L
Description: Increases the party's resistance to magic from all 6 realms.

Appendix 1: Magic Spells

Mindread

Realm: Mental
Cost: 8
Spellbooks: Psionic
Target: 1 NPC
Damage: N/A
Duration: Instant
Description: Tries to magically draw thoughts from the head of an NPC.

Noxious Fumes

Realm: Air
Cost: 5
Spellbooks: Alchemist, Mage
Target: Enemies in Radius
Damage: 3.5/L
Duration: 1/L
Description: Putrid odors assault opponents within range of the target area, painfully searing their lungs and possibly causing nausea or unconsciousness.

Psionic Fire

Realm: Fire
Cost: 6
Spellbooks: Psionic
Target: Enemies in Cone
Damage: 6/L
Duration: Instant
Description: A fiery burst of mental power flares in a cone from the caster, singeing the brains of creatures within range.

Rest All

Realm: Water
Cost: 6
Spellbooks: Priest
Target: Allies in Radius
Healing: 21/L
Duration: Instant
Description: A boost of rejuvenating energy restores a portion of stamina to all members of the party.

Shadow Hound

Realm: Air
Cost: 5
Spellbooks: Mage
Target: N/A
Damage: N/A
Duration: 4 hours/L
Description: Ghostly watchdogs alert the party to approaching monsters, awakening sleeping members and reducing the chance of being surprised. Power level increases the duration of the spell but has no impact on its effectiveness.

Appendix 1: Magic Spells

Missile Shield

Realm: Air
 Cost: 5
 Spellbooks: Mage
 Target: Allies in Radius
 Damage: N/A
 Duration: 5 Minutes/L
 Description: A magical shield of thickened air forms around the party and may deflect non-magical missiles.

Razor Cloak

Realm: Earth
 Cost: 6
 Spellbooks: Alchemist
 Target: 1 Ally
 Damage: 5
 Duration: 1/L
 Description: A cloak of gleaming blades forms around the protected member, wounding any attacker that strikes against it.

Shrill Sound

Realm: Air
 Cost: 3
 Spellbooks: Mage, Psionic
 Target: Enemies in Cone
 Damage: 3/L
 Duration: Instant
 Description: A piercing cone of high frequency sound waves injures opponents positioned in front of the caster.

Slow

Realm: Water
 Cost: 4
 Spellbooks: Psionic
 Target: Enemies in Group
 Damage: N/A
 Duration: 1/L
 Description: Targets a group of enemies, hoping to reduce the speed at which a creature moves, making them less able to defend themselves and more likely to be hit.

Sonic Boom

Realm: Air
 Cost: 6
 Spellbooks: Alchemist, Mage
 Target: 3D Spot
 Damage: Incapacitate
 Duration: Instant
 Description: A painfully loud sound of such high decibel level may render opponents unconscious or numb with terror. Note that the sound this spell creates may attract the attention of nearby creatures.

Appendix 1: Magic Spells

Web

Realm: Earth
 Cost: 5
 Spellbooks: Mage, Priest
 Target: Enemies in Cone
 Damage: N/A
 Duration: 1/L
 Description: A sticky web, fired in a cone, may restrain enemies in the direction it is cast.

Spell Level 3

Armorplate

Realm: Earth
 Cost: 6
 Spellbooks: Priest
 Target: Allies in Radius
 Damage: N/A
 Duration: 5 Minutes/L
 Description: Creates a magic armor plating around the party, improving their armor class.

Chameleon

Realm: Earth
 Cost: 6
 Spellbooks: Alchemist, Psionic
 Target: Party
 Damage: N/A
 Duration: 1 Minute/L
 Description: A subtle camouflage makes it more difficult to be seen, making it seem as if you appeared out of nowhere when finally noticed by your opponent.

Cure Paralysis

Realm: Water
 Cost: 6
 Spellbooks: Alchemist, Priest
 Target: 1 Ally
 Damage: N/A
 Duration: Instant
 Description: Attempts to cure the immobilizing conditions of paralysis and web from one character.

Cure Poison

Realm: Air
 Cost: 6
 Spellbooks: Alchemist, Priest
 Target: 1 Ally
 Damage: N/A
 Duration: Instant
 Description: Attempts to cure one character from poisoning.

Appendix 1: Magic Spells

Silence

Realm: Air
 Cost: 4
 Spellbooks: Priest, Psionic
 Target: Enemies in Group
 Damage: Incapacitate
 Duration: Instant
 Description: Deadens the air surrounding affected creatures, eliminating the transfer of sound waves thus preventing their use of vocal magic.

Whipping Rocks

Realm: Earth
 Cost: 6
 Spellbooks: Alchemist, Mage
 Target: Enemies in Cone
 Damage: 6/L
 Duration: Instant
 Description: A vortex of stones emanate from the caster in a cone shaped barrage of pellets, doing damage to multiple targets.

Spell Level 4

Acid Bomb

Realm: Water
 Cost: 8
 Spellbooks: Alchemist
 Target: Enemies in Radius
 Damage: 3.5/L
 Duration: 1/L
 Description: An acidic cloud drifts over enemies within the target area causing persistent damage over time.

Armormelt

Realm: Earth
 Cost: 8
 Spellbooks: Mage, Psionic
 Target: Enemies in Cone
 Damage: N/A
 Duration: 1/L
 Description: Thins the armor and softens the skins of creatures making it easier for weapons to penetrate.

Crush

Realm: Earth
 Cost: 8
 Spellbooks: Alchemist, Mage
 Target: 1 Enemy
 Damage: 16/L
 Duration: Instant
 Description: A gigantic stone falls from above, squashing a single opponent

Appendix 1: Magic Spells

Cure Disease

Realm: Water
 Cost: 8
 Spellbooks: Alchemist, Priest
 Target: 1 Ally
 Damage: N/A
 Duration: Instant
 Description: Attempts to cure one character infected with disease.

Ego Whip

Realm: Mental
 Cost: 8
 Spellbooks: Psionic
 Target: Enemies in Cone
 Damage: 8/L
 Duration: Instant
 Description: Strands of mental energy lash enemies in front of the caster inflicting pure damage.

Element Shield

Realm: Earth
 Cost: 8
 Spellbooks: Alchemist, Mage
 Target: Allies in Radius
 Damage: N/A
 Duration: 3+1/L
 Description: Enhances the party's resistance to elemental magic coming from the Earth, Air, Fire & Water realms.

Eye for an Eye

Realm: Divine
 Cost: 7
 Spellbooks: Psionic
 Target: 1 Ally
 Damage: Varies
 Duration: 1+1/L
 Description: Any magical attack upon the enchanted character is copied and reflected back at the original caster. With each reflection, the enchantment grows weaker.

Fire Bomb

Realm: Fire
 Cost: 8
 Spellbooks: Alchemist
 Target: Enemies in Radius
 Damage: 6/L
 Duration: Instant
 Description: A volatile mix of ingredients explodes damaging opponents within range of the detonation spot.

Appendix 1: Magic Spells

Haste

Realm: Fire
Cost: 8
Spellbooks: Psionic
Target: Allies in Radius
Damage: N/A
Duration: 1/L
Description: Gives all party members extra energy to speed their movements and counteract the effects of being Slowed.

Iceball

Realm: Water
Cost: 8
Spellbooks: Mage
Target: Enemies in Radius
Damage: 6/L
Duration: Instant
Description: Frigid balls of ice explode in a flurry of stinging pellets damaging opponents within range of the detonation spot.

Remove Curse

Realm: Divine
Cost: 8
Spellbooks: Mage, Priest
Target: 1 Ally
Damage: N/A
Duration: Instant
Description: If successful, divine intervention will allow a single character to remove all equipped cursed items.

Ring of Fire

Realm: Fire
Cost: 10
Spellbooks: Alchemist
Target: N/A
Damage: 3.5/L
Duration: 3+1/L
Description: Surrounds the party with a protective ring of fire which singes any opponent trying to get close.

Soul Shield

Realm: Divine
Cost: 6
Spellbooks: Priest, Psionic
Target: Allies in Radius
Damage: N/A
Duration: 3+1/L
Description: Enhances the party's resistance to magic from the Divine and Mental realms.

Appendix 1: Magic Spells

Superman

Realm: Water
Cost: 7
Spellbooks: Priest
Target: 1 Ally
Damage: N/A
Duration: 1/L
Description: Empowers a single target with a heroic burst of energy, increasing the chance to hit and damage an opponent, and enhancing the speed and armor class.

Whirlwind

Realm: Air
Cost: 7
Spellbooks: Priest
Target: Enemies in Cone
Damage: 5/L
Duration: Instant
Description: A swirling tornado cuts a path of destruction through creatures in front of the caster.

X-Ray

Realm: Mental
Cost: 9
Spellbooks: Mage
Target: N/A
Damage: N/A
Duration: 2 minutes +2 minutes per power level
Description: Magically reveals the position of creatures or other beings, and items, to the party. Power level increases the duration of the spell but has no impact on its effectiveness.

Spell Level 5

Body of Stone

Realm: Earth
Cost: 8
Spellbooks: Alchemist
Target: 1 Ally
Damage: N/A
Duration: 1/L
Description: A rock hard shell significantly improves the armor class of the protected target and absorbs some of the damage from the attacks that do get through.

Dehydrate

Realm: Water
Cost: 10
Spellbooks: Mage
Target: 1 Enemy
Damage: 20/L
Duration: Instant
Description: Evaporates the fluids that sustain life doing serious damage to a single opponent.

Appendix 1: Magic Spells

Freeze All

Realm: Water
 Cost: 12
 Spellbooks: Mage
 Target: All Enemies
 Damage: N/A
 Duration: 1/L
 Description: Tries to flash freeze all nearby opponents into a state of paralysis.

Heal All

Realm: Divine
 Cost: 10
 Spellbooks: Priest
 Target: Allies in Radius
 Healing: 10/L
 Duration: Instant
 Description: Magically soothes the wounds of all party members.

Hex

Realm: Mental
 Cost: 10
 Spellbooks: Mage, Psionic
 Target: Enemies in Radius
 Damage: N/A
 Duration: 1/L
 Description: A dark cloud of bad luck descends over opponents in the affected area, cursing every aspect of their performance.

Instant Death

Realm: Divine
 Cost: 10
 Spellbooks: Priest, Psionic
 Target: 1 Enemy
 Damage: Death
 Duration: Instant
 Description: Attempts to instantly kill a single opponent.

Psionic Blast

Realm: Mental
 Cost: 10
 Spellbooks: Psionic
 Target: Enemies in Group
 Damage: 8/L
 Duration: 1/L
 Description: A blast of mental energy sears the brains of a group of opponents causing damage and possibly leaving them insane.

Purify Air

Realm: Air
 Cost: 10
 Spellbooks: Alchemist, Priest
 Target: Allies in Radius
 Damage: N/A
 Duration: Instant
 Description: Tries to clear the air of any dangerous toxins, relieving the persistent effects caused by lingering clouds.

Appendix 1: Magic Spells

Return to Portal

Realm: Air
 Cost: 50
 Spellbooks: Alchemist, Mage, Priest, Psionic
 Target: N/A
 Damage: N/A
 Duration: Instant
 Description: Returns the party to the personal portal position of the casting character. Note that if you select Return to Portal when leveling up, that character will automatically learn Set Portal as well.

Sane Mind

Realm: Mental
 Cost: 12
 Spellbooks: Priest, Psionic
 Target: 1 Ally
 Damage: N/A
 Duration: Instant
 Description: Attempts to restore sanity to an insane or turncoated character.

Set Portal

Realm: Air
 Cost: 50
 Spellbooks: Alchemist, Mage, Priest, Psionic
 Target: N/A
 Damage: N/A
 Duration: Instant
 Description: Sets a personal portal position for the casting character that may be returned to at any time using Return to Portal. Note that if you select Set Portal as a spell when leveling up, that character will automatically learn Return to Portal as well. Portals cannot be Set on moving objects such as elevators.

Summon Elemental

Realm: Divine
 Cost: 10
 Spellbooks: Alchemist, Mage
 Target: 3D Spot
 Damage: N/A
 Duration: Combat
 Description: Calls to the realms of Earth, Air, Fire and Water to draw an elemental from one realm to fight for the party. Each caster may sustain only one elemental at a time.

Toxic Cloud

Realm: Air
 Cost: 8
 Spellbooks: Alchemist
 Target: Enemies in Radius
 Damage: 2.5/L
 Duration: 1/L
 Description: A toxic cloud descends over the target area, inflicting opponents with oozing wounds and possibly causing nausea, poisoning or unconsciousness.

Appendix 1: Magic Spells

Spell Level 6

Banish

Realm: Divine
Cost: 10
Spellbooks: Mage, Priest
Target: All Enemies
Damage: 15/L
Duration: Instant
Description: Divine energy causes intense damage to all nearby undead, demonic or summoned creatures.

Blizzard

Realm: Water
Cost: 12
Spellbooks: Mage
Target: Enemies in Cone
Damage: 10/L
Duration: 1/L
Description: A swirling gust of snow envelopes opponents in front of the caster, doing damage and possibly causing blindness.

Boiling Blood

Realm: Fire
Cost: 12
Spellbooks: Alchemist
Target: 1 Enemy
Damage: 20/L
Duration: Instant
Description: Painfully raises the internal temperature of a single enemy, who if killed, will violently explode causing burning damage to any opponent unlucky enough to be standing nearby.

Draining Cloud

Realm: Divine
Cost: 10
Spellbooks: Alchemist
Target: Enemies in Radius
Damage: Varies
Duration: 1/L
Description: A cloud descends over targeted opponents, continually diminishing their life, stamina and magical power for the duration of the effect.

Firestorm

Realm: Fire
Cost: 12
Spellbooks: Mage
Target: Enemies in Radius
Damage: 5/L
Duration: 1/L
Description: A sweeping cloud of flaming cinders descends over targeted opponents causing lingering burning damage.

Appendix 1: Magic Spells

Lifesteal

Realm: Divine
Cost: 12
Spellbooks: Priest
Target: 1 Enemy
Damage: 10(7)/L
Duration: Instant
Description: Attempts to drain the life-force from a single opponent, transferring the stolen life energy to the most wounded party member.

Lightning

Realm: Fire
Cost: 12
Spellbooks: Priest
Target: Enemies in Cone
Damage: 9/L
Duration: Instant
Description: Spears of electrical energy painfully sear opponents in front of the caster.

Might to Magic

Realm: Divine
Cost: 12
Spellbooks: Psionic
Target: 1 Enemy
Damage: 15/L
Duration: Instant
Description: Attempts to drain the life-force from a single opponent, transferring the stolen life energy into magical power and giving it to the party member in most need of magical energy.

Pandemonium

Realm: Air
Cost: 12
Spellbooks: Psionic
Target: All Enemies
Damage: Incapacitate
Duration: 1/L
Description: The air itself erupts in a violent uproar causing at minimum fear, and possibly insanity, in nearby opponents.

Prismic Ray

Realm: Fire
Cost: 10
Spellbooks: Psionic
Target: Enemies in Cone
Damage: Varies
Duration: 1/L
Description: Spectral lasers fire at opponents in front of the caster causing any number of conditions or painful injuries.

Appendix 1: Magic Spells

Quicksand

Realm: Earth
 Cost: 15
 Spellbooks: Alchemist
 Target: Enemies in Radius
 Damage: N/A
 Duration: Instant
 Description: Changes the composition of the ground itself to create quicksand that tries to consume targets standing within range of the detonation spot.

Resurrection

Realm: Divine
 Cost: 30
 Spellbooks: Alchemist, Priest
 Target: 1 Ally
 Damage: N/A
 Duration: Instant
 Description: Tries to restore life to a dead character.

Turncoat

Realm: Mental
 Cost: 12
 Spellbooks: Mage, Psionic
 Target: 1 Enemy
 Damage: N/A
 Duration: 2+1/L
 Description: Tries to alter the loyalties of one opponent, causing them to change their allegiance to fight for the party.

Spell Level 7

Asphyxiation

Realm: Air
 Cost: 20
 Spellbooks: Mage
 Target: All Enemies
 Damage: Suffocation
 Duration: Instant
 Description: Tries to consume the air around all nearby creatures causing instant suffocation if successful.

Cerebral Hemorrhage

Realm: Mental
 Cost: 12
 Spellbooks: Psionic
 Target: 1 Enemy
 Damage: 25/L
 Duration: 1/L
 Description: A powerful blast of mental energy liquefies the brain of one opponent who, should they survive, will likely be left totally insane.

Appendix 1: Magic Spells

Concussion

Realm: Mental
 Cost: 12
 Spellbooks: Mage
 Target: 1 Enemy
 Damage: 25/L
 Duration: 1/L
 Description: A surge of mental energy comes down like a hammer upon a single target, causing severe injury and possibly unconsciousness.

Death Cloud

Realm: Air
 Cost: 20
 Spellbooks: Alchemist
 Target: Enemies in Radius
 Damage: Instant Death
 Duration: 1/L
 Description: A black cloud of death settles on opponents who are continually subjected to the chance of instant death for the duration of the cloud's effect.

Death Wish

Realm: Divine
 Cost: 20
 Spellbooks: Priest
 Target: All Enemies
 Damage: Death
 Duration: Instant
 Description: Tries to bring down instant death on every opponent in the vicinity.

Earthquake

Realm: Earth
 Cost: 18
 Spellbooks: Alchemist
 Target: All Enemies
 Damage: 12/L
 Duration: Instant
 Description: Violent ground tremors cause severe damage to every opponent in the surrounding area.

Falling Stars

Realm: Earth
 Cost: 16
 Spellbooks: Priest
 Target: All Enemies
 Damage: 9/L
 Duration: Instant
 Description: A hail of meteors fall from the sky causing painful wounds to all opponents in the surrounding area.

Appendix 1: Magic Spells

Mind Flay

Realm: Mental
 Cost: 18
 Spellbooks: Psionic
 Target: All Enemies
 Damage: 12/L
 Duration: Instant
 Description: A horrible surge of energy melts the brain of all creatures in the surrounding area, doing intense damage.

Nuclear Blast

Realm: Fire
 Cost: 18
 Spellbooks: Mage
 Target: All Enemies
 Damage: 12/L
 Duration: Instant
 Description: An intense incendiary force emanates from the caster severely injuring all enemies in the surrounding area.

Prismic Chaos

Realm: Fire
 Cost: 15
 Spellbooks: Psionic
 Target: All Enemies
 Damage: Varies
 Duration: 1/L
 Description: A ring of spectral fire emanates from the caster causing any number of conditions or painful injuries to all opponents in the surrounding area.

Restoration

Realm: Divine
 Cost: 16
 Spellbooks: Priest
 Target: 1 Ally
 Healing: 36/L
 Duration: Instant
 Description: A potent healing balm soothes the wounds and removes all conditions except death from one target.

Tsunami

Realm: Water
 Cost: 15
 Spellbooks: Alchemist
 Target: Enemies in Conc
 Damage: 15/L
 Duration: Instant
 Description: An extreme tidal force flattens opponents in front of the caster, causing extreme damage.



Appendix 1: Magic Spells

Appendix 1B: Spell Lists By Spell Book

Alchemist's Spellbook

(Listed by Spell Level)

Spell Name	Realm	When	Target	Lvl	SP
Acid Splash	Water	Combat	1 Enemy	1	2
Heal Wounds	Divine	Any Time	1 Ally	1	3
Itching Skin	Earth	Combat	Enemies in Cone	1	2
Light	Fire	Any Time	N/A	1	1
Sleep	Air	Combat	Enemies in Group	1	3
Stamina	Water	Any Time	1 Ally	1	2
Blinding Flash	Fire	Combat	Enemies in Radius	2	5
Cure Lesser Cnd.	Water	Any Time	1 Ally	2	4
Dracon Breath	Water	Combat	1 Ally	2	4
Razor Cloak	Earth	Combat	1 Ally	2	6
Sonic Boom	Air	Any Time	3D Spot	2	6
Chameleon	Earth	N/A	N/A	3	6
Cure Paralysis	Water	Any Time	1 Ally	3	6
Cure Poison	Air	Any Time	1 Ally	3	6
Knock-Knock	Earth	N/A	Lock	3	6
Noxious Fumes	Air	Combat	Enemies in Radius	3	5
Whipping Rocks	Earth	Combat	Enemies in Cone	3	6
Acid Bomb	Water	Combat	Enemies in Radius	4	8
Crush	Earth	Combat	1 Enemy	4	8
Cure Disease	Water	Any Time	1 Ally	4	8
Element Shield	Earth	Combat	Allies in Radius	4	8
Fire Bomb	Fire	Combat	Enemies in Radius	4	8
Ring of Fire	Fire	Combat	Enemies in Radius	4	10
Body of Stone	Earth	Combat	1 Ally	5	8
Purify Air	Air	Combat	Allies in Radius	5	10
Return to Portal	Air	N/A	N/A	5	50
Set Portal	Air	N/A	N/A	5	30
Summon Elemental	Divine	Combat	3D Spot	5	12
Toxic Cloud	Air	Combat	Enemies in Radius	5	8
Boiling Blood	Fire	Combat	1 Enemy	6	12
Draining Cloud	Divine	Combat	Enemies in Radius	6	10
Quicksand	Earth	Combat	Enemies in Radius	6	15
Resurrection	Divine	Any Time	1 Ally	6	30
Death Cloud	Air	Combat	Enemies in Radius	7	20
Earthquake	Earth	Combat	All Enemies	7	18
Tsunami	Water	Combat	Enemies in Cone	7	15

Appendix 1: Magic Spells

Abbreviations: Lvl: Spell Level SP: Spell points Dmg: Damage

Durations are listed as combat rounds unless otherwise noted

Range	Dmg	Duration	Description
Thrown	4/L	Instant	Raw Damage
Thrown	10/L	Instant	Regain Hit Points
Thrown	-	1/L	Causes Irritation
Short	-	24 Hours	Lights area, brightness increases with PL
Thrown	-	1/L	Puts enemy to sleep
Xtnded	21	Instant	Regain stamina
Long	-	1/L	Cause Blindness
Thrown	-	Instant	Cures Fear, Sleep, Blind, Nausea, Irritation
Xtnded	-	1/L	Allows target to use Dracon Breath attack
Xtnded	5	1/L	Physical hits wound attacker as well
Long	-	Instant	Causes fear/unconsciousness
Short	-	1 Min. /L	Party more difficult to see
Thrown	-	Instant	Cures Paralysis, Webbed
Thrown	-	Instant	Cures Poison
Short	-	Instant	Unlock Door/Chest
Long	3.5/L	1/L	Air Damage, may cause Nausea or KO
Thrown	6/L	Instant	Raw damage
Long	3.5/L	1/L	Acid Attack
Long	16/L	Instant	Raw Damage
Thrown	-	Instant	Cures Disease
Short	-	3+1/L	Increase Resistance to Element Spells
Long	6/L	Instant	Raw Damage
Short	-	3 + 1/L	Damages enemies standing near party
Xtnded	-	1/L	Prot. Vs Penetration, absorbs damage
Short	-	Instant	Removes all Cloud spells affecting targets
Short	-	Instant	Teleport party to last portal position
Short	-	Instant	Set personal portal position
Xtnded	-	Combat	Create elemental who fights for party
Long	2.5/L	1/L	Air Attack, may nauseate, poison, KO
Long	20/L	Instant	Damage, plus splash damage if target dies
Long	varies	1/L	Drain HPs, Stamina, and Spell Power
Long	-	Instant	Target must save or be swallowed by earth
Xtnded	-	Instant	Cures Death
Long	-	1/L	Causes Death
Long	12/L	Instant	Raw damage to all enemies
Thrown	15/L	Instant	Raw damage

Appendix 1: Magic Spells

Mage's Spellbook

(Listed by Spell Level)

Spell Name	Realm	When	Target	Lvl	SP
Energy Blast	Fire	Combat	1 Enemy	1	2
Frost	Water	Combat	1 Enemy	1	2
Light	Fire	Any Time	N/A	1	1
Sleep	Air	Combat	Enemies in Group	1	3
Terror	Mental	Combat	Enemies in Group	1	3
Detect Secrets	Mental	N/A	N/A	2	5
Enchanted Blade	Divine	Any Time	Allies in Radius	2	4
Magic Missiles	Divine	Combat	Enemies in Cone	2	4
Missile Shield	Air	Any Time	Allies in Radius	2	5
Shrill Sound	Air	Combat	Enemies in Cone	2	3
Sonic Boom	Air	Any Time	3D Spot	2	6
Web	Earth	Combat	Enemies in Cone	2	5
Fireball	Fire	Combat	Enemies in Radius	3	6
Freeze Flesh	Water	Combat	Enemies in Group	3	6
Knock-Knock	Earth	N/A	Lock	3	6
Noxious Fumes	Air	Combat	Enemies in Radius	3	5
Shadow Hound	Air	Camp	N/A	3	5
Whipping Rocks	Earth	Combat	Enemies in Cone	3	6
Armormelt	Earth	Combat	Enemies in Cone	4	8
Crush	Earth	Combat	1 Enemy	4	8
Element Shield	Earth	Combat	Allies in Radius	4	8
Iceball	Water	Combat	Enemies in Radius	4	8
Remove Curse	Divine	Any Time	1 Ally	4	8
X-Ray	Mental	N/A	N/A	4	9
Dehydrate	Water	Combat	1 Enemy	5	10
Freeze All	Water	Combat	All Enemies	5	12
Hex	Mental	Combat	Enemies in Radius	5	10
Return to Portal	Air	N/A	N/A	5	50
Set Portal	Air	N/A	N/A	5	30
Summon Elemental	Divine	Combat	3D Spot	5	12
Banish	Divine	Combat	All Enemies	6	10
Blizzard	Water	Combat	Enemies in Cone	6	12
Firestorm	Fire	Combat	Enemies in Radius	6	12
Turncoat	Mental	Combat	1 Enemy	6	12
Asphyxiation	Air	Combat	All Enemies	7	20
Concussion	Mental	Combat	1 Enemy	7	12
Nuclear Blast	Fire	Combat	All Enemies	7	18

Appendix 1: Magic Spells

Range	Dmg	Duration	Description
Thrown	4/L	Instant	Raw Damage
Thrown	4/L	Instant	Raw Damage
Short	-	24 Hours	Lights area, brightness increases with PL
Thrown	-	1/L	Puts enemy to sleep
Long	-	1/L	Causes fear, and sometimes unconsciousness
Short	-	10 sc+10 sc/L	Detects Hidden Items
Short	-	5 Min./L	Improves Party's Fighting Abilities
Thrown	4/L	Instant	Raw Damage
Short	-	5 Min./L	Missile Protection
Thrown	3/L	Instant	Raw damage
Long	-	Instant	Causes fear/unconsciousness
Thrown	-	1/L	Paralyzes enemy
Long	5/L	Instant	Raw Damage
Long	-	1/L	Causes Paralysis
Short	-	Instant	Unlock Door/Chest
Long	3.5/L	1/L	Air Damage, may cause Nausea or KO
Short	-	4 Game Hrs/L	Wakes sleeping party if monsters attack
Thrown	6/L	Instant	Raw damage
Thrown	-	1/L	Worsens Enemy's Armor Class
Long	16/L	Instant	Raw Damage
Short	-	3+1/L	Increase Resistance to Elemental Spells
Long	6/L	Instant	Raw Damage
Xtnded	-	Instant	Allows Removal of Cursed Items
Short	-	2 min+2 min pl	Detect unseen monsters, items, etc.
Long	20/L	Instant	Raw Damage
Long	-	1/L	Causes Paralysis
Long	-	1/L	Lowers enemy's abilities
Short	-	Instant	Teleport party to last portal position
Short	-	Instant	Set personal portal position
Xtnded	-	Combat	Create elemental who fights for party
Long	-	Instant	Kills Undead, Demons, Summoned
Thrown	10/L	1/L	Water Damage, Chance of Blindness
Long	5/L	1/L	Fire Attack
Thrown	-	2 + 1/L	Makes enemy fight for party
Long	-	Instant	Cause Death
Long	25/L	1/L	Mental Damage, Chance of Unconsciousness
Long	12/L	Instant	Raw Damage

Appendix 1: Magic Spells

Priest's Spellbook

(Listed by Spell Level)

Spell Name	Realm	When	Target	Lvl	SP
Bless	Divine	Combat	Allies in Radius	1	4
Charm	Mental	NPC	1 NPC	1	5
Heal Wounds	Divine	Any Time	1 Ally	1	3
Light	Fire	Any Time	N/A	1	1
Make Wounds	Divine	Combat	1 Enemy	1	2
Paralyze	Water	Combat	1 Enemy	1	3
Stamina	Water	Any Time	1 Ally	1	2
Cure Lesser Cnd.	Water	Any Time	1 Ally	2	4
Divine Trap	Mental	N/A	Lock	2	4
Guardian Angel	Divine	Combat	1 Ally	2	4
Holy Water	Water	Combat	Enemies in Radius	2	5
Identify Item	Mental	N/A	Item	2	6
Web	Earth	Combat	Enemies in Cone	2	5
Armorplate	Earth	Any Time	Allies in Radius	3	6
Cure Paralysis	Water	Any Time	1 Ally	3	6
Cure Poison	Air	Any Time	1 Ally	3	6
Magic Screen	Divine	Any Time	Allies in Radius	3	6
Rest All	Water	Any Time	Allies in Radius	3	6
Silence	Air	Combat	Enemies in Group	3	4
Cure Disease	Water	Any Time	1 Ally	4	8
Remove Curse	Divine	Any Time	1 Ally	4	8
Soul Shield	Divine	Combat	Allies in Radius	4	6
Superman	Water	Combat	1 Ally	4	7
Whirlwind	Air	Combat	Enemies in Cone	4	7
Heal All	Divine	Any Time	Allies in Radius	5	10
Instant Death	Divine	Combat	1 Enemy	5	10
Purify Air	Air	Combat	Allies in Radius	5	10
Return to Portal	Air	N/A	N/A	5	50
Sane Mind	Mental	Any Time	1 Ally	5	12
Set Portal	Air	N/A	N/A	5	30
Banish	Divine	Combat	All Enemies	6	10
Lifesteal	Divine	Combat	1 Enemy	6	12
Lightning	Fire	Combat	Enemies in Cone	6	12
Resurrection	Divine	Any Time	1 Ally	6	30
Death Wish	Divine	Combat	All Enemies	7	20
Falling Stars	Earth	Combat	All Enemies	7	16
Restoration	Divine	N/A	1 Ally	7	16

Appendix 1: Magic Spells

Range	Dmg	Duration	Description
Short	-	2/L	Improves Armor, Gives Bonus To Hit
Thrown	-	NPC Inter.	NPC becomes much friendlier
Thrown	10/L	Instant	Regain Hit Points
Short	-	24 Hours	Lights area, brightness increases with PL
Thrown	4/L	Instant	Raw Damage
Thrown	-	1/L	Cause Paralysis
Xtnded	21	Instant	Regain stamina
Thrown	-	Instant	Cures Fear, Sleep, Blind, Nausea, Irritation
Short	-	Instant	Helps ID and Disarm Traps
Xtnded	-	3+2/L	Absorbs Damage
Thrown	6/L	Instant	Damage to Undead only
Short	-	Instant	Reveals Info on Item
Thrown	-	1/L	Paralyzes enemy
Short	-	5 Minutes /L	Improves Party's Armor Class
Thrown	-	Instant	Cures Paralysis, Webbed
Thrown	-	Instant	Cures Poison
Short	-	5 Minutes /L	Improves party's resistance to all magic
Short	21/L	Instant	Regain Stamina
Long	-	1/L	Prevents enemy from casting spells
Thrown	-	Instant	Cures Disease
Xtnded	-	Instant	Allows Removal of Cursed Items
Short	-	3+1/L	Increases resist to Divine/Mental
Xtnded	-	1/L	Increases target's Dmg, ToHit, AC, Speed
Thrown	5/L	Instant	Raw damage
Short	10/L	Instant	Regain Hit Points
Long	-	Instant	Causes Death
Short	-	Instant	Removes all Cloud spells affecting targets
Short	-	Instant	Teleport party to last portal position
Thrown	-	Instant	Cure Insanity, Turncoat
Short	-	Instant	Set personal portal position
Long	15/L	Instant	Damages Undead, Demons, Summoned
Thrown	10(7)/L	Instant	Drain HPs into PC with lowest health bar
Thrown	9/L	Instant	Raw Damage
Xtnded	-	Instant	Cures Death
Long	-	Instant	Causes Death
Long	9/L	Instant	Raw Damage
Xtnded	36/L	Instant	Heals Damage & all cond. Exc. Dead

Appendix 1: Magic Spells

Psionic's Spellbook

(Listed by Spell Level)

Spell Name	Realm	When	Target	Lvl	SP
Charm	Mental	NPC	1 NPC	1	5
Heal Wounds	Divine	N/A	1 Ally	1	3
Mind Stab	Mental	Combat	1 Enemy	1	3
Paralyze	Water	Combat	1 Enemy	1	3
Sleep	Air	Combat	Enemies in Group	1	3
Terror	Mental	Combat	Enemies in Group	1	3
Cure Lesser Cnd.	Water	Any Time	1 Ally	2	4
Detect Secrets	Mental	N/A	N/A	2	5
Divine Trap	Mental	N/A	Lock	2	4
Identify Item	Mental	N/A	Item	2	6
Insanity	Mental	Combat	Enemies in Group	2	5
Shrill Sound	Air	Combat	Enemies in Group	2	3
Slow	Water	Combat	Enemies in Group	2	4
Chameleon	Earth	N/A	N/A	3	6
Hypnotic Lure	Fire	Any Time	3D Spot	3	5
Mindread	Mental	NPC	1 NPC	3	8
Psionic Fire	Fire	Combat	Enemies in Cone	3	6
Silence	Air	Combat	Enemies in Group	3	4
Armormelt	Earth	Combat	Enemies in Cone	4	8
Ego Whip	Mental	Combat	Enemies in Cone	4	8
Eye for an Eye	Divine	Combat	1 Ally	4	7
Haste	Fire	Combat	Allies in Radius	4	8
Soul Shield	Divine	Combat	Allies in Radius	4	6
Hex	Mental	Combat	Enemies in Radius	5	10
Instant Death	Divine	Combat	1 Enemy	5	10
Psionic Blast	Mental	Combat	Enemies in Group	5	10
Return to Portal	Air	N/A	N/A	5	50
Sane Mind	Mental	Any Time	1 Ally	5	12
Set Portal	Air	N/A	N/A	5	30
Might to Magic	Divine	Combat	1 Enemy	6	12
Pandemonium	Air	Combat	All Enemies	6	12
Prismic Ray	Fire	Combat	Enemies in Cone	6	10
Turncoat	Mental	Combat	1 Enemy	6	12
Cerebral					
Hemorrhage	Mental	Combat	1 Enemy	7	12
Mind Flay	Mental	Combat	All Enemies	7	18
Prismic Chaos	Fire	Combat	All Enemies	7	15

Appendix 1: Magic Spells

Range	Dmg	Duration	Description
Thrown -	-	NPC Inter.	NPC becomes much friendlier
Thrown 10/L	Instant	Instant	Regain Hit Points
Thrown 5/L	1/L	1/L	Mental Attack, May Cause Insanity
Thrown -	1/L	1/L	Cause Paralysis
Thrown -	1/L	1/L	Puts enemy to sleep
Long -	1/L	1/L	Causes fear, and possibly unconsciousness
Thrown -	Instant	Instant	Cures Fear, Sleep, Blind, Nausea, Irritation
Short -	10 sc+10 sc/L	10 sc+10 sc/L	Blinks if Secret Nearby
Short -	Instant	Instant	Helps ID and Disarm Traps
Short -	Instant	Instant	Reveals Item Info
Long -	1/L	1/L	Causes Insanity
Thrown 3/L	Instant	Instant	Raw damage
Long -	1/L	1/L	Slows enemy
Short -	1 Min./L	1 Min./L	Party more difficult to see
Long -	5	5	Bright light attracts opponents to it
Thrown -	Instant	Instant	Reads NPC's mind
Thrown 6/L	Instant	Instant	Raw damage
Long -	1/L	1/L	Prevents enemy from casting spells
Thrown -	1/L	1/L	Worsens Enemy's Armor Class
Thrown 8/L	Instant	Instant	Raw Damage
Xtnded -	1 + 1/L	1 + 1/L	Next spell is reflected back at enemy caster
Short -	1/L	1/L	Increases Speed, Cures Slow
Short -	3+1/L	3+1/L	Increases resist to Divine/Mental
Long -	1/L	1/L	Lowers enemy's abilities
Long -	Instant	Instant	Causes Death
Long 8/L	1/L	1/L	Mental attack, may cause insanity
Short -	Instant	Instant	Teleport party to last portal position
Thrown -	Instant	Instant	Cure Insanity, Turncoat
Short -	Instant	Instant	Set personal portal position
Thrown 15/L	Instant	Instant	Damages target, gives Mana to PC with least
Long -	1/L	1/L	Makes all enemies afraid or insane
Thrown varies	1/L	1/L	Random Condition or Damage
Thrown -	2 + 1/L	2 + 1/L	Makes enemy fight for party
Long 25/L	1/L	1/L	Mental Attack plus possible insanity
Long 12/L	Instant	Instant	Raw Damage
Long varies	1/L	1/L	Random condition or damage on all enemies

Appendix 2: Professions

FIGHTER: Fighters are the best overall combatants in all of *Wizardry 8*. While they have no magic, their high hit points and strength make them effective shock troops. Their intense training allows them to knock out opponents with a single hit. Their uncanny ability to fight also allows them to go berserk in combat – a frenzied state that allows them to do double damage, but leaves them more vulnerable to attack themselves. Fighters can wear almost all armor and use most weapons.

Special Abilities: Stamina regeneration, May knock out opponents, Berserk attack option, Close Combat skill bonus

Profession Skills: Close Combat, Ranged Combat, Sword, Axe, Shield

Required Attributes: STR 55, VIT 50, DEX 50

Spellbooks: None



LORD: Both an excellent fighter and a pious spellcaster, the Lord is the true crusader knight of *Wizardry 8*. While their combat skills are their primary concern, Lords begin to learn Priest spells around the fifth level of experience, giving them the power to heal as well as harm. Because of their religious training, Lords are also able to mysteriously heal their wounds over time without the aid of magic.

Special Abilities: Health regeneration, Dual Weapons skill bonus

Profession Skills: Dual Weapons, Close Combat, Sword, Dagger.

Required Attributes: STR 55, PIE 55, VIT 55, DEX 50, SPD 50

Spellbooks: Priest

Appendix 2: Professions



VALKYRIE: A profession open only to female characters, the Valkyrie is a first-rate lance warrior. Her knowledge of weapons is vast and her spirit for combat is great. Around the fifth level of ability, Valkyries begin the study of Priest spells. Although no one is certain how she does it, the Valkyrie also has the unique ability to cheat death.

Special Abilities: Cheat death, Polearms skill bonus

Profession Skills: Polearm, Close Combat, Mythology, Axe

Required Attributes: STR 50, PIE 55, VIT 55, DEX 50, SPD 50

Spellbooks: Priest

RANGER: The nature-lover of *Wizardry 8*, the Ranger enjoys a talent for scouting out things such as secret passages and hidden items. Their keen senses allow them to search constantly, without effort or delay. Much like Robin Hood, a classic of this profession, rangers are excellent archers. Their deadly accurate aim allows them to occasionally kill an opponent with a single arrow. Around the fifth level of experience, Rangers slowly begin to learn Alchemist spells.

Special Abilities: Ranged criticals, Searches all the time, Ranged Combat skill bonus, Can cast Alchemist spells when silenced

Profession Skills: Ranged Combat, Scouting, Mythology, Bow

Required Attributes: STR 50, INT 50, VIT 50, DEX 55, SEN 55

Spellbooks: Alchemist



Appendix 2: Professions



SAMURAI: The true swordsman of *Wizardry 8*, the Samurai has dedicated his or her life to the study of the sword. Their speed and accuracy helps them to fight their way through most any situation, occasionally striking multiple times within a single attack. Those who have faced the Samurai refer to this as "Lightning Strike." Samurai are never afraid, and can learn the deadly skill of the critical kill. Their mystical side allows them to develop Mage spells at around the fifth level of experience.

Special Abilities: Fearless, Lightning strike, Sword skill bonus

Profession Skills: Sword, Close Combat, Dual Weapons, Critical Strike, Sword skill bonus

Required Attributes: STR 50, INT 55, VIT 50, DEX 55, SPD 55

Spellbooks: Mage

NINJA: The ultimate assassin, the Ninja is a silent and devout killer, able to critically kill his opponents with deadly weapons or his bare hands. The Ninja can also kill from a distance, throwing objects with such accuracy that they always penetrate the opponent's armor and sometimes kill in a single shot. As they grow in experience, Ninja gradually begin to learn Alchemist spells.

Special Abilities: Thrown criticals, Thrown auto-penetrates, Critical Strike skill bonus, Can cast Alchemist spells when silenced

Profession Skills: Critical Strike, Close Combat, Martial Arts, Throwing & Sling, Stealth

Required Attributes: STR 50, INT 50, VIT 50, DEX 55, SPD 55, SEN 50

Spellbooks: Alchemist



Appendix 2: Professions

MONK: A wandering soul in search of inner development, the Monk is a talented spiritual warrior. The Monk also possesses keen insight into the ways of the mind and the body – a gift that allows him to resist damage and to fight even when blind. The Monk has also mastered the art of fighting barehanded, and may critically hit an opponent. The Monk begins to learn spells from the Psionic's spell book around the fifth level.

Special Abilities: Natural damage resistance, Effective while blind, Martial Arts skill bonus

Profession Skills: Martial Arts, Close Combat, Critical Strike, Staff & Wand, Stealth

Required Attributes: INT 50, PIE 50, DEX 50, SPD 55, SEN 55

Spellbooks: Psionic



ROGUE: No one can do a party more financial favor than the Rogue. Skilled at doing unto others what you would not want done unto you, the Rogue is the master of breaking and entering, pick pocketing and lockpicking. Whether it's opening a trapped chest or lifting a beautiful helm right off someone's head, the Rogue is a thief without peer. While they can't use heavy weapons or armor, Rogues can also be deadly warriors, capable of backstabbing an opponent for extra damage.

Special Abilities: Attacks by backstabbing, Locks and Traps skill bonus

Profession Skills: Locks & Traps, Dagger, Dual Weapons, Pickpockets, Stealth

Required Attributes: DEX 55, SPD 50, SEN 50

Spellbooks: None

Appendix 2: Professions

GADGETEER: Experts in Engineering, the Gadgeteer can make deadly devices from mundane items he finds during his travels. His ability to tinker is so legendary that his objects are sought the world over – unfortunately, they are often so complex that none but a Gadgeteer can use them! The Gadgeteer's natural engineering training has also taught him much about Modern Weapons and Locks & Traps. All Gadgeteers come with their own homemade weapon, the Omnigun.

Special Abilities: Merges items into Gadgets, Modern Weapons skill bonus

Profession Skills: Modern Weapons, Ranged Combat, Engineering, Locks & Traps

Required Attributes: STR 45, INT 55, DEX 60, SEN 55

Spellbooks: None



BARD: Few truly understand the awesome power of a Bard and the gifts he brings to a party. His ability to play different enchanted instruments is able to save the party time and time again when nothing else can. (And word has it that Dominus is home to many such instruments!) His magical songs can strengthen his friends or damage his foes. He keeps morale strong, thus improving everyone's health while camping, and his ability to smooth talk the most stubborn individual is nearly legendary.



Special Abilities: Increases recovery while camping, Communications skill bonus

Profession Skills: Communication, Music, Mythology, Artifacts

Required Attributes: STR 45, INT 50, DEX 55, SEN 55

Spellbooks: None

Appendix 2: Professions

PRIEST: Long known for their healing powers, Priests are useful to any party hoping to live for more than a day on Dominus. Pious, dedicated individuals, Priests give all of their attention to the study of divine Priest spells. Their devotion allows them to learn Priest spells quicker than any other profession. Their constant contact with a higher power allows them to pray for miracles – sometimes getting results that mean the difference between life and death! Priests are also able to dispel the undead.

Special Abilities: Pray for miracle, Dispel undead, Divinity skill bonus

Profession Skills: Divinity, Mace & Flail, Staff & Wand, Communication

Required Attributes: PIE 60, VIT 55

Spellbooks: Priest



ALCHEMIST: Alchemists use their knowledge to bend matter to their own will. Alchemists use their high intelligence to concentrate their studies on their art, allowing them to learn Alchemist spells faster than any other profession in *Wizardry 8*. Since Alchemists rely on powders, potions, and gestures rather than magic words, they can still cast spells when silenced. When the party makes camp, Alchemists often prepare potions while the rest of the party rests itself for the battle ahead.

Special Abilities: Makes potions while camping, Can cast Alchemist spells when silenced, Alchemy skill bonus

Profession Skills: Alchemy, Mythology, Throwing & Sling

Required Attributes: INT 55, DEX 60

Spellbooks: Alchemist



Appendix 2: Professions



BISHOP: Extremely intelligent and pious individuals, Bishops devote their lives to pondering ancient knowledge. Pooling the wisdom of all schools of magic, Bishops are well-read characters who can learn any spell. However, because of the time required to study four spellbooks, Bishops learn spells more slowly than their specialist counterparts. It is rumored that some Bishops have chosen to pursue only two of the spellbooks at a time to increase the pace of their learning in a particular area. Like the Priest, the Bishop's contact with the divine allows him to dispel undead. The Bishop also has the unique ability to remove cursed items from party members without casting a spell.

Special Abilities: Remove cursed items, Dispel undead, Artifacts skill bonus

Profession Skills: Artifacts, Alchemy, Wizardry, Divinity, Psionics

Required Attributes: INT 55, PIE 55, DEX 55, SEN 55

Spellbooks: Priest, Mage, Alchemist, Psionic

PSIONIC: Psionics have developed their mental powers to a level that no other profession can hope to possess. So disciplined are they that they cannot be made afraid, insane, or turned against their comrades. Their spells have the ability to influence the mind, read it and mess with it in general, while their mental power is so great that they can influence whole groups of creatures at once. Their intense concentration allows Psionics to learn mental spells faster than any other profession.

Special Abilities: Fearless, Mental condition immunity, Psionics skill bonus

Profession Skills: Psionics, Communication, Mythology, Mental Magic

Required Attributes: INT 55, SEN 55

Spellbooks: Psionic



Appendix 2: Professions

MAGE: Legendary for their intense, deadly magic, Mages devote their life's work to manipulating the elements for harm and good (but mostly harm). Because they concentrate on only one spellbook, Mages learn Mage spells quicker than any other profession in *Wizardry* 8. They have poor hit points and are limited in the armor and weapons they can use. However, their powerful spellcasting makes them ideal for any party. A lifetime of exposure to magic has made mages somewhat resistant to its effects.

Special Abilities: 5% bonus to all resistances, Wizardry skill bonus

Profession Skills: Wizardry, Fire Magic, Water Magic, Air Magic, Mental Magic

Required Attributes: INT 60, DEX 55

Spellbooks: Mage



Appendix 3: Races

HUMAN: Humans are the race to which all others in *Wizardry* are compared. Perfectly balanced in their statistics, having no particular strengths and no decided weaknesses, humans are capable of doing well regardless of the profession they enter.

Special Abilities: None

Base Attributes: STR 45
INT 45
PIE 45
VIT 45
DEX 45
SPD 45
SEN 45



Magic Resistances: No bonuses.

ELF: Elves are slight, elegant creatures with pointed ears. They excel at intellectual pursuits, loving not only what they learn but the study that comes with it as well. Armed with these smarts, Elves make excellent Mages, Alchemists, Psionics, or Bishops.

Special Abilities: None

Base Attributes: STR 35
INT 50
PIE 50
VIT 35
DEX 45
SPD 45
SEN 40



Magic Resistances: +20 Mental, +10 Air

DWARF: Dwarves are small, sturdy creatures with a taste for battle and a fierce devotion to their cause. While they are short in stature, they possess surprising strength and vitality. This make them a natural for combat-related professions, while their piety makes them excellent Priests. Their inborn toughness allows them to laugh off blows that would devastate others.

Special Abilities: Natural Damage Resistance

Appendix 3: Races

Base Attributes: STR 55
INT 30
PIE 50
VIT 60
DEX 35
SPD 35
SEN 35



Magic Resistances: Fire (amount depends on Vitality)

GNOMES: A solitary race, most often found in underground caves, Gnomes are intelligent, sturdy, and agile creatures. Their small stance can easily fool opponents in combat. Spending much of their life in quiet study, Gnomes make fine Mages and Alchemists.

Special Abilities: None

Base Attributes: STR 35
INT 50
PIE 40
VIT 50
DEX 50
SPD 30
SEN 45



Magic Resistances: Mental (amount depends on Vitality)

HOBBIT: A friendly, short, nimble race, the Hobbit doesn't seem very formidable at first glance. Appearances are deceiving, though. The Hobbit's high dexterity makes him an excellent Rogue, and a fine Ninja or Samurai. The Hobbit's fleet fingers also make him a good Bard or Gadgeteer.

Special Abilities: None

Base Attributes: STR 40
INT 45
PIE 30
VIT 45
DEX 55
SPD 50
SEN 50



Magic Resistances: Earth (amount depends on Vitality)

Appendix 3: Races

FAERIE: Faeries are tiny, delicate and beautiful beings. Their small size and lightning speed make them naturally hard to hit. Faeries cannot use most weapons or armor due to their size, and hence make poor Fighters. However, their unparalleled intelligence makes them excellent Mages, Psionics, or Alchemists, while their speed allows them to be effective Ninjas and Monks.

Special Abilities: +2 to Base Armor Class
Unusual Starting Equipment
Reduced Carrying Capacity
Equippable Item Weight Limit
Faster Magic Power Recovery

Base Attributes: STR 25
INT 55
PIE 35
VIT 30
DEX 50
SPD 60
SEN 45

Magic Resistances: +15 Air
+15 Earth
+15 Mental
+15 Divine



LIZARDMAN: The Lizardman is a massive reptilian being of uncertain origins. Although it is human-like in its ability to talk and walk upright, the Lizardman is not very intelligent or personable (actually, others tend to avoid him). Its strengths lie in its natural ability to fight, and win. Strong and hearty, with a mind that thinks, "Kill, kill, kill," the Lizardman can be the perfect Fighter.

Special Abilities: Slower Magic Power Recovery

Base Attributes: STR 60
INT 25
PIE 25
VIT 70
DEX 40
SPD 50
SEN 30



Appendix 3: Races

Magic Resistances: +15 Fire
+10 Water
+10 Earth
-10 Mental
-10 Divine

DRAGON: A mixture of blood between the human and the dragon created this wondrous race with unique abilities. While remaining mostly solitary, the Dragon occasionally ventures out and will accompany another group for reasons of its own. It is strong, dexterous and hearty, and makes an exceptional Fighter. The Dragon also has a limited ability to breathe acid upon its opponents!

Special Abilities: Breathe Acid

Base Attributes: STR 55
INT 35
PIE 30
VIT 60
DEX 50
SPD 40
SEN 30



Magic Resistances: +15 Water
+5 Air
-5 Mental
-5 Divine

FELPURR: Like their distant relative, the cat, Felpurrs are fast and nimble. Throughout their evolution, they have relied on their sleek body styling and speed more than actual physical strength and have the ability to move their bodies with a grace unknown to virtually any other race. They are well suited to any profession that requires speed, such as Ninja or Samurai.

Special Abilities: None

Base Attributes: STR 40
INT 40
PIE 30
VIT 35
DEX 50
SPD 60
SEN 50



Appendix 3: Races

Magic Resistances: -15 Water
+10 Air
+10 Earth
+10 Mental

RAWULF: Rawulfs are devout and hearty creatures. Descending from a race of intelligent, bipedal canines, they share their ancestors' caring personality and thick coat, as well as traces of their strong vitality and keen senses. The Rawulf's unequalled piety makes it an excellent Priest, Lord, or Valkyrie.

Special Abilities: None

Base Attributes: STR 40
INT 30
PIE 55
VIT 50
DEX 40
SPD 40
SEN 50



Magic Resistances: +10 Water
+5 Earth
+5 Divine

MOOK: Very magical in nature, Mook are alien creatures, hailing from a distant planet. Measuring well over 7 feet in height, a Mook is a fearsome sight for any opponent. However, they are actually an intelligent, logical race. Their incredible sensory ability doesn't let too much pass by undetected, making them excellent Psionics and fine Rangers.

Special Abilities: None

Base Attributes: STR 50
INT 50
PIE 25
VIT 50
DEX 35
SPD 35
SEN 55

Magic Resistances: +15 Water
+15 Mental
+10 Divine



Appendix 4: Skills

WEAPONS:

SWORD: Determines a character's ability to hit and to penetrate with any sword in combat.

AXE: Determines a character's ability to hit and to penetrate with any axe in combat.

POLEARM: Determines a character's ability to hit and to penetrate with any polearm, such as the halberd or a lance, in combat.

MACE & FLAIL: Determines a character's ability to hit and to penetrate with any blunt, mace-like item, including the flail or hammer.

DAGGER: Determines a character's ability to hit and to penetrate with any dagger in combat.

STAFF & WAND: Determines a character's ability to hit and to penetrate with any staff or wand in combat.

SHIELD: Improves a character's armor class bonus from shields and also affects the character's ability to hit and to penetrate with the weapon.

MODERN WEAPONS: Affects a character's ability to accurately target and use modern weapons such as muskets or Omniguns.

BOW: Determines a character's flair for handling a bow or crossbow.

THROWING & SLING: The ability to hit the target when using thrown weapons such as slings, shurikens, or bombs. This skill also affects the likelihood that thrown magic items will not fail or backfire.

MARTIAL ARTS: Determines a character's ability to hit and to penetrate when attacking with hands or feet in combat. Note that if you have a weapon equipped in the Primary Weapon slot, the character uses that weapon skill and not Martial Arts.

PHYSICALSKILLS:

LOCKS & TRAPS: The ability to successfully inspect and disarm traps, as well as pick locks on doors.

STEALTH: A character's ability to conceal himself from his opponents and avoid their physical attacks, giving him a bonus to his armor class and making him virtually invisible in hand-to-hand combat.

Appendix 4: Skills

MUSIC: The ability to play enchanted musical instruments and bring forth from them different strengths of magical spells.

PICKPOCKET: The ability to pickpocket or shoplift items or gold from unsuspecting NPCs.

SCOUTING: Determines the range at which a Ranger can search for hidden items or secret doors. Scouting also affects the range the party will detect camouflaged monsters and those approaching from the sides or the rear.

ACADEMICKILLS:

CLOSE COMBAT: Affects an attack's success when the character is fighting with any close or extended weapon such as a sword, dagger or spear.

RANGED COMBAT: Affects an attack's success when the character is fighting with any ranged combat weapons such as the bow, sling, thrown weapons or modern weapons. For the Ranger, this skill also determines his chance of a critical strike when using a bow or modern weapon.

DUAL WEAPONS: The ability to wield two weapons at once successfully. Dual Weapons affects how well the character uses both weapons, not just the weapon in the Secondary Weapon slot.

CRITICAL STRIKE: The deadly skill and knowledge of the body that allows the character to strike a critical blow unarmed or with a close or extended weapon resulting in the death of his opponent. This skill also applies to Thrown Weapon Criticals if the character possesses this special ability.

ARTIFACTS: Determines a character's ability to effectively identify items and to successfully use a large number of magical items. Instruments, Gadgets and thrown items are governed by their own skills. Note that when you attempt to identify an item, the game *automatically* uses the Artifacts skill of the party member who's best at the skill.

MYTHOLOGY: The ability to recognize the true identities of monsters and to determine their characteristics. When you bring up the monster information panel (by right clicking on the monster), the game *automatically* uses the highest Mythology skill in the party.

COMMUNICATION: Influences an NPC's opinion of a character, quite possibly affecting his willingness to talk.

ENGINEERING: The result of much education and a natural knack that

Appendix 4: Skills

determines a Gadgeteer's ability to build new items, merge existing items and operate a variety of devices.

WIZARDRY: The study of Wizardry. Wizardry heavily affects the learning of new Mage spells, and, to a lesser degree than the individual realm skills, Wizardry contributes spell points to every realm. It also affects the chance of success when casting Wizardry spells.

DIVINITY: The study of Divinity. Divinity heavily affects the learning of new Priest spells, and, to a lesser degree than the individual realm skills, Divinity contributes spell points to every realm. It also affects the chance of success when casting Divinity spells.

ALCHEMY: The study of Alchemy. Alchemy heavily affects the learning of new Alchemist spells, and, to a lesser degree than the individual realm skills, Alchemy contributes spell points to every realm. It also affects the chance of success when casting Alchemy spells.

PSIONICS: The study of Psionics. Psionics heavily affects the learning of new Psionic spells, and, to a lesser degree than the individual realm skills, Psionics contributes spell points to every realm. It also affects the chance of success when casting Psionics spells.

FIRE MAGIC: The ability to handle fire successfully for magical incantation. Fire Magic heavily affects the success of a spell as well as the amount of spell points in the Fire realm. To a lesser degree, it also affects the character's resistance to the Fire realm.

WATER MAGIC: The ability to handle water successfully for magical incantation. Water Magic heavily affects the success of a spell as well as the amount of spell points in the Water realm. To a lesser degree, it also affects the character's resistance to the Water realm.

AIR MAGIC: The ability to control and affect air successfully for magical incantation. Air Magic heavily affects the success of a spell as well as the amount of spell points in the Air realm. To a lesser degree, it also affects the character's resistance to the Air realm.

EARTH MAGIC: The ability to manipulate the earth successfully for magical incantation. Earth Magic heavily affects the success of a spell as well as the amount of spell points in the Earth realm. To a lesser degree, it also affects the character's resistance to the Earth realm.

Appendix 4: Skills

MENTAL MAGIC: The ability to use the mind's power successfully for magical incantation. Mental Magic heavily affects the success of a spell as well as the amount of spell points in the Mental realm. To a lesser degree, it also affects the character's resistance to the Mental realm.

DIVINE MAGIC: The ability to rely upon and request divine powers successfully for magical incantation. Divine Magic heavily affects the success of a spell as well as the amount of spell points in the Divine realm. To a lesser degree, it also affects the character's resistance to the Divine realm.

EXPERT SKILLS:

POWER STRIKE: Using any close combat weapon, the ability to strike a blow so hard that it has a greatly increased chance of penetration.

POWER CAST: The ability to cast a spell with such force that it increases the original effectiveness and duration of the spell and makes it more difficult to resist.

IRON WILL: A strengthened mental and physical will that increases the character's resistance to such things as magical spells and side effects of physical attacks such as paralysis and fear.

IRON SKIN: A strengthened mental and physical will that allows a character to absorb damage, reducing actual physical damage done to him. This skill has no effect on magical damage, however.

REFLECTION: Increases the character's armor class by allowing the character to move so fast that a double image is created.

SNAKESPEED: Allows characters to move with lightning reflexes increasing their personal initiative.

EAGLE EYE: The ability to successfully hit and to penetrate a creature with a ranged weapon.

Appendix 5: Game Options

Click on the gear icon in the Main Game Screen to open the Options menu. From here, you can fine-tune *Wizardry* to your heart's delight.

General Options

For the most part, General Options cover the feel, pace and performance of the game. If you have a slower processor, you'll likely find ways to boost performance by tweaking these options:

- **Combat Speed:** Determines the pace of combat by changing the delays between attacks.
- **Text Display Speed:** Determines the speed of the text during conversations, messages, etc.
- **Monster Movement Speed (1x, 3x, 5x):** Set at 1.5X normal speed as a default, this option adjusts the rate that you see monsters moving in the world. The faster the setting, the faster they'll move.
- **Difficulty Level:** Adjust the difficulty level by selecting Novice, Normal or Expert. *Wizardry 8* will ask you to set this option when you first enter the game. (Note: You cannot turn off or turn on Iron Man once a game has begun.)
- **Combat Mode:** Select between Phased and Continuous. Phased allows you to control every move within a round of combat. Continuous approximates "real time" combat while retaining the accuracy of a phased system. For further information, see the Combat section of this manual.
- **Camera Auto-Rotation (in Combat):** Select between Snap, Pan and Off. Panning automatically moves the camera between targets smoothly. Snapping jumps from one to another. Turning it off leaves the camera under your manual control.
- **Mouselook Toggle:** Allows you to toggle mouselook on and off with the right mouse button, rather than having to hold down the right mouse button.
- **Mouselook Smoothing:** Smooths out camera panning while mouselooking. Set to OFF if you want crisper mouse response.
- **Invert Mouse Y-Axis:** When mouselooking, the y-axis is inverted (i.e. you pull down to look up).
- **Stop Movement for Game Events:** Stops movement when the party finds an item, sees something or gets an important message.
- **Autotarget Single-Target Spells:** When set to ON, characters who are casting single-target spells such as Energy Blast will automatically pick a new target if their old target dies before the spell is cast.
- **Auto-advance to Next Character:** After a combat action is chosen for a character, *Wizardry* will automatically select the next character.

Appendix 5: Game Options

- **Autoswap Weapons:** When set to ON, your characters will automatically switch between their main and alternate sets to keep a target in range. For example, suppose your fighter has a sword as his main weapon and a bow and arrows in his alternate weapons slots. If the monster he's fighting runs out of range of the sword, your fighter will automatically swap to his bow and arrows. If you prefer that your characters swap weapons only when you tell them to, set this option to OFF.
- **Autosave game:** A form of *Wizardry 8* life insurance, Autosave automatically saves the game every five minutes in a file called "Autosave." If you're in combat or NPC interaction, Autosave will save after the encounter is finished. You can also quicksave your game at anytime you want by pressing "Q." There are three different Quicksave files, named "Quick 1," "Quick 2," and "Quick 3."
- **Tooltip Delay:** Adjust the slider to change the length of the delay before tooltips appear.
- **Simplified NPC Interaction:** When set to ON, this option automatically adds various keywords to your keyword list as you talk to NPCs. When set to OFF, only a bare minimum of keywords are added automatically. Of course, you can still manually add as many keywords to your list as you like.
- **Verbose Combat Messages:** Set this option to ON if you want the most detailed combat messages possible, including attack locations (arms, legs, etc.)
- **CTRL Right Click For Info:** When set to ON, you must hold down the CTRL key while right clicking on a monster or item to bring up the information panel. Useful if you use the mouse to move. (See also Mouselook Toggle, above.)
- **Popup Skill Messages:** When ON, this option causes skill increase messages to appear in a separate pop-up window. When set to OFF, skill increase messages appear in the normal message window.
- **Show Hit Points Numerically:** When set to ON, *Wizardry 8* will show you your character's hit points in both graph and number form on the main game screen.
- **Autoscroll Combat Messages:** When set to OFF, combat messages pass by one at a time. When Autoscroll is set to ON, messages for each new monster or character attack are displayed at the top of the screen. This can make combats easier to follow.

Appendix 5: Game Options

Audio Options

Audio options, not surprisingly, cover everything coming out of your speakers. They are particularly useful if you're playing at 4:00 a.m. and the neighbors are banging on your wall.

- **Music Volume:** Adjusts the volume of the background music.
- **Sound Effects Volume:** Adjusts the volume of such things as hits, sword clashes, spells and so on.
- **Footsteps Volume:** Adjusts the volume from a dainty woman in light summer sandals to a lumberjack in steel-toed boots carrying a lumberjack in steel-toed boots.
- **Speech Volume:** Adjusts the volume of your characters' speech from a beer-bash shout to a you're-creeping-in-late-from-the-same-beer-bash whisper.
- **Player Character Confirmations:** Determines whether your characters audibly confirm actions given to them.
- **Player Character Subtitles:** Set to ON, this option displays text for character speech.

Video Options

Video options adjust the performance of *Wizardry 8* to accommodate for your machine's strengths and weaknesses. If you find your game is running slowly, toggling these options is a good place to start.

- **Gamma Brightness:** Adjusts the overall brightness of the screen. High settings tend to wash out colors, however, and it is not available in some rendering modes (e.g. OpenGL).
- **Video Sync:** Synchronizes the frame rate with the monitor refresh rate, and reduces "video tearing" when mouselooking or moving quickly. Set to OFF to increase frame rate.
- **Smooth Monster Animations:** Smooths out monster animations. Set to OFF to increase frame rate.
- **Smooth World Animations:** Smooths out moving object animations. Set to OFF to increase frame rate.
- **High Texture Detail:** Increases detail when looking at an object at close range. This option requires more system memory and more video memory to get good frame rates.
- **Monster Shadows:** Draws shadows at the feet of monsters at the expense of slightly reduced frame rates. Set to OFF to increase frame rate.
- **Additional Animations:** Increases the variety of animations monsters and NPCs use. It requires greater system memory.

Appendix 5: Game Options

- **Correct for Blurred Text:** Some video drivers can create blurred text. If you are experiencing blurred text (and are not drunk or on drugs), try disabling this option to correct the problem. Otherwise, go to sleep.
- **Mesh Sky:** Draws a textured sky with clouds, sun and moon. Otherwise, you'll just get a single color sky. Set to OFF to increase frame rate.
- **Dither:** Smooths out texture maps to reduce banding and harsh corners. Set to OFF to increase frame rate.
- **Mip Mapping:** Optimizes texture memory by creating smaller versions of a texture for objects that are far in the distance where the detail of a large texture can't be seen. This option should always be ON since it improves performance. On the other hand, if a problem with textures is encountered, you may want to turn this OFF. Some video drivers do not implement mip-mapping correctly.
- **High Texture Cache:** Minimizes "catching" as you move over the level by keeping more textures in system memory rather than on disk. This option requires more system memory.
- **Missile Lights:** Enables dynamic lights attached to missiles. On slower machines, dynamic lights can bring the frame rate down, particularly in a high-poly area. A very slight performance boost is gained by disabling this option.

Keyboard Options

Many of the common actions within *Wizardry 8* have shortcut keys. For instance, you can press "Q" to quick save your game at any time.

If you like, you can reassign these shortcuts to different keys. Here's how:

- Click on Keyboard on the Options screen.
- Click on the current key's name to highlight it. It will be green.
- Press the new key. The command will now be assigned to the new key.

If you're not happy with your new key assignments and want to go back to the original configuration, just click on Restore Defaults.

Appendix 5: Game Options

Configurable Keyboard Shortcuts

Movement Keys

Move Forward	Up Arrow (Shift + Up Arrow: Run Forward)
Move Backward	Down Arrow (Shift + Down Arrow: Run Backward)
Turn Left	Left Arrow (Shift + Left Arrow: Run and Turn Left)
Turn Right	Right Arrow (Shift + Right Arrow: Run and Turn Left)
Strafe Left	0 on Numeric Keypad (Shift + 0: Strafe Run Left)
Strafe Right	. on Numeric Keypad (Shift + .: Strafe Run Right)
Look Up	8 on Numeric Keypad
Look Down	2 on Numeric Keypad
Look Level	5 on Numeric Keypad

Interface Keys

Pause Game	Pause
Next Screen Layout	Backspace
Previous Screen Layout	Shift + Backspace
Automap	Tab
Options	O
Use Item	U
Use Last Item	Shift + U
Cast Spell	M
Cast Last Spell	Shift + M
Inventory	I
Camp	C
Toggle Search Mode	S
Toggle Combat Mode	*(Backtick)
Toggle Radar Zoom	Z
Replay Last Quote	' (Single Quote)
Swap Weapons	W
Swap All Weapons	Shift + W

Appendix 5: Game Options

Quick Save	Q
Load	Shift + Q

PC Selection Keys

Select PC 1	1
Select PC 2	2
Select PC 3	3
Select PC 4	4
Select PC 5	5
Select PC 6	6
Select Recruited Character 1	7
Select Recruited Character 2	8

Text Box Keys

Page Up in Text Box	Page Up
Page Down in Text Box	Page Down
Top of Text Box	Home
Bottom of Text Box	End
Clear Text Box	Delete

Combat Keys

ENTER	Start Combat Round
\	Toggle Continuous Combat
SPACEBAR	Toggle Camera Lock
N	Select Next/Previous Target
A	Attack
K	Berserk
B	Breathe
T	Turn Undead
Y	Pray
D	Defend
P	Protect
E	Equip
R	Party Move
SHIFT+R	Party Run
L	Repeat Last Combat Action

Appendix 5: Game Options

In addition to the configurable shortcuts above, there are several additional shortcuts that cannot be changed by the player.

Non-Configurable Shortcuts

Enter Inventory with Item Item in Cursor	Right Click and Hold on Portrait with Item in Cursor
Pause Monster/Item Animations	Hold Down CTRL Key
Cycle Through Monster Groups	CTRL + Left Click on Monster Group
Change Target Target	Select Attacker, then Left Click on New Target
Retarget Spell or Item Use	Right Click on Action Icon on Portrait
Have Everyone Target Monster Target	Hold Down SHIFT, then Left Click on Target

Load Game

The Load Game screen displays a list of saved games. To load a game, first select it by clicking it, then click on the Load button at the bottom of the screen.

Save Game

To save a game, go to the Options menu and click on (you guessed it) Save Game. A new save entry will appear, with a small picture of what you're currently seeing in the game. Type a name for your new save and press ENTER. You can also save over an older save if you like.

Note that you can also quick-save the game while adventuring just by pressing the "Q" button. The game will automatically cycle through three different quick-save slots.

For Technical Support
Information, log on to:

www.wizardry8.com

and click on the Technical Support button.



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